

# William Song

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## SKILLS

Python – Pygame, SimpleGUI  
Java – Java Swing

JavaScript – React  
NodeJS – Express

PostgreSQL  
HTML/CSS – Bootstrap

## EXPERIENCE

### Delta Controls ATS

MAY 2022 – JUNE 2022

<https://github.com/bstusiak/Delta-ATS-FrontEnd>

<https://github.com/bstusiak/Delta-ATS-BackEnd>

Group of six students

Full stack web app involving a client-side UI made with React connected to the backend with Axios.  
Backend written with Express and a PostgreSQL database to manage account creation and management.

## PROJECTS

### Wordle Variant

MAY 2022 – JUNE 2022

<https://github.com/pojj/wordle-variant>

Individual

A fun spin-off on the popular game Wordle for a Computer Science 12 final project.  
Made using React and uses Drag and Drop libraries.

### Sudoku

DEC 2021 – FEB 2022

<https://github.com/pojj/Sudoku>

Individual

Made in Java using object-oriented programming.  
Uses Java Swing library for a Computer Science 12 assignment.

### 2D Platforming Game

FEB 2021 – JUNE 2021

[https://github.com/pojj/Programming\\_11\\_assignment](https://github.com/pojj/Programming_11_assignment)

Individual

Made in Python as a school assignment.  
Uses SimpleGUI and object-oriented programming.

### Tetris Clone w/ Multiplayer and AI

OCT 2020 – NOV 2020

<https://github.com/pojj/tetris-ai>

Individual

Completed in Python as a personal project using the Pygame library.  
2 players, optional AI and object-oriented programming.