

William Stadlander – Computer Engineering

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Education

Virginia Polytechnic Institute and State University – Blacksburg, Virginia

GPA: 3.32, Expected Graduation: May 2023

Bachelor of Science in Computer Engineering

Experience

Summer Intern, *CACI International Inc* (Position Accepted for May 2021 – August 2021)

Immersive Developer, *ISE Department* (October 2020 – December 2020)

- Developed a virtual environment as member of an interdisciplinary team focused on providing accessibility to elementary aged students otherwise lacking access
- Conducted orientation for local public-school educators and administrators

Volunteer Python Developer, *TTCC* (August 2020 – September 2020)

- Part of a volunteer developer team for fan-made revival of Disney's Toontown online, with an average online userbase of 550 players

Technical/Clerical Assistant, *Fintz Certified Public Accountants* (March 2019 – August 2019)

- File maintenance, per privacy standards, to provide material support to tax filings

Volunteer, *Cleveland Clinic Florida* (May 2015 – January 2019)

- 300+ hours in Emergency Room, Outpatient and Oncology Pharmacies, Interventional Radiology, Visitor Information

University Involvement

Leadership Team, *Student Engineers' Council*

• Membership Enrichment Chair (May 2020 – Present)

- Nonprofit organization, supporting and engaging with students in VT COE by organizing the second largest student run career fair and developing vocalizations of their experiences

• Freshman Committee (September 2019 – May 2020)

- Student and community outreach to raise awareness of, and encourage involvement, in College of Engineering
- Planned, promoted, and managed Engineering Research social, doubling attendance over previous year

Engineering Mentor, *CEED (Center for the Enhancement of Engineering)* (August 2020 – November 2020)

- Outreach and guidance to a group of six General Engineering freshmen

EPT (Electric Power Train) Member, *Formula SAE* (September 2019 – October 2020)

- Obtained and advanced skills in circuitry, soldering, and teamwork, to engineer a competitive competition ready open wheel monocoque vehicle

Study Abroad Participant, *Rising Sophomore Abroad Program* (January 2020 – May 2020)

- Accepted to and studied for student engineering exchange experience to China and then South Africa
- Travel canceled due to Covid-19

Summary

Pursuing internship and co-op opportunities. Currently enrolled in an undergraduate degree program with a major of Computer Engineering and an intended focus on Machine Learning. Pursuing involvement in research and study abroad opportunities, as well as Engineering student government and design teams. Ultimately, would like to achieve advanced degrees and a career including Machine Learning projects that pertain to humanlike neural networks.

Skills

Programing Languages			Computer Engineering	Interpersonal/Industry
Python	Bootstrap	C	SolidWorks	Writing
JavaScript	C++		Circuits	Public Speaking
HTML5	MATLAB		Digital Systems	Team Leadership
CSS	Git		Computational Eng.	MS Office