

William Stadtlander

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EDUCATION

Virginia Polytechnic Institute and State University

BS, Computer Engineering w/ Focus in Machine Learning

May 2023

Blacksburg, VA

- GPA: 3.33
- Courses of Note: Embedded Systems, Computational Engineering, Fundamentals Digital Systems, Signals and Systems, Integrated Design Project, Elementary Japanese

EXPERIENCE

Google

Software Engineer Intern

Sep 2021 – Present

Virtual – (Team located in Waterloo, ONT and Mountain View, CA)

CACI International Inc.

Software Engineer Intern

May 2021 – Aug 2021

Sterling, VA

- Designed Resource Alternative Management Service (RAMS), a tracking tool to manage team's hardware, virtual machines, and build statuses.
- Utilized technology suites including Java, Spring Boot, and React to produce an application with a modern interface.
- Developed in an Agile working environment using configuration management tools, such as JIRA, to track features, bugs, and various tasking.
- Delivered ahead of schedule when meeting internal targets. Demonstrated to internal user group and management at the end of summer internship.

Pulse Oximeter, Integrated Design Project

Project Co-Leader

Jan 2021 – May 2021

Blacksburg, VA

- Researched and developed integrated circuit prototype of pulse oximeter.
- Developed software in Arduino and contributed to hardware development of signal filtering.

SKILLS & INTERESTS

- **Skills:** C++, JavaScript, Java, HTML5, React, Node, Spring, Python, C, Linux, Git, MATLAB
- **Interests:** Computer Hardware, Cooking, Formula One, High Fantasy Literature, Hiking, Learning Languages

UNIVERSITY INVOLVEMENT

Student Engineers' Council

Leadership and Engagement Chair

Membership Enrichment Chair

Freshman Committee Member

Blacksburg, VA

Apr. 2021 – Present

May 2020 – Apr. 2021

Sep. 2019 – May 2020

- Planned, promoted, and managed events to engage and benefit CoE students, including organizing a leadership event series, an engineering research social, and the annual engineering career fair.

Grado Department of Industrial and Systems Engineering

Student Researcher

Oct 2020 – Present

Blacksburg, VA

- Preparing to conduct research on responses to education in immersive virtual environments.
- Developed a virtual environment as member of an interdisciplinary team focused on providing accessibility to elementary level students otherwise lacking access.
- Conducted demonstration for local-public school educators and administrators.

