William J. Cohen

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Software Development Internship Qualifications

- Fundamental understanding of foundations of computer science through academic achievement
- Fluent programming abilities in Java, C++, C, Prolog, Scheme, and Matlab through projects and coursework
- Web development skills in Javascript and HTML/CSS gained through internship experience
- Experience working both individually and in teams evidenced by collaborative and individual projects
- Strong ability to communicate in a business setting resulting from work experience in client service environments

Computer Science and Business Studies, Activities and Honors

UNIVERSITY OF ROCHESTER — ROCHESTER, NY
Bachelor of Science in Computer Science with a Minor in Business — **Anticipated May 2017**
Masters of Computer Science, Graduate Engineering at Rochester (GEAR) — Anticipated May 2018
GEAR provides selected students with a guarantee of admission into master's program.

- GPA 3.88; Dean's List
- Business Manager of Computer Science Undergraduate Council

AIT BUDAPEST — BUDAPEST, HUNGARY
Study Abroad Program — **Fall 2015**

- Courses in computer science and entrepreneurship
- First prize in the AIT App competition to create a mobile application for students

Software Development and Programming Experience

YODLE / WEB.COM — NEW YORK, NY
Software Engineer Intern — **Summer 2016**

- Full stack development in Java, Scala, Javascript, and SQL
- Maintained and built new features as a member of the Lighthouse 360 engineering team
- Agile software development experience while working in a development team

AUTOMATIC DATA PROCESSING — ROSELAND, NJ
Application Developer — **Summer 2015**

- Internal employee portal web development in HTML, CSS, and Javascript
- Worked to update content management system for current and future web projects

Teaching Experience

UNIVERSITY OF ROCHESTER — ROCHESTER, NY
Data Structures and Algorithms Lab TA — **Fall 2016**

- Work through problems with students in labs and provide guidance on projects
- Grade and follow up on lab assignments and projects

Selected Computer Science Courses and Projects

Design & Analysis of Efficient Algorithms, Programming Language Design and Implementation, Applied Cryptography, Mobile Software Development, IT Entrepreneurship, Computer Models and Limitations, Artificial Intelligence, The Science of Data Structures, Linear Algebra with Differential Equations, and Discrete Mathematics

- **AIT App on Android:** Worked collaboratively with two classmates to create an app for students at the AIT program in Budapest. Our app won first prize in the competition.
- **Othello AI in C:** Developed an AI player of Othello that examined the board and calculated the best possible move in a time limited format, and then entered into a class competition
- **Natural Language Processing in Prolog:** created a limited vocabulary translator of natural language to first order predicate calculus.
- **N-Queens Problem in Scheme:** wrote working algorithms to place N queens on an N x N board with no conflicts and experimented with the efficiency of each.
- **Monroe County Map in Java:** given the mapped coordinate data for the roads in Monroe County, mapped the county and wrote an algorithm to find and display shortest path between points.