William Cox

918-758-9455 | willchriscox2@gmail.com | linkedin.com/in/william-cox-5a2b32185

EDUCATION

Davidson College Davidson, NC
Bachelor of Science in Computer Science Aug. 2020 – May 2024

EXPERIENCE

Software Engineer July 2024 – Present
Wells Fargo *Dallas, TX*
- Led implementation of Cloud 9 voice recording infrastructure, integrating with Verba legacy system via custom API connections, data imports, and extension-to-metadata mapping—onboarded 400 regulated users and enabled compliance for 100,000 daily calls.
- Automated 8 voice recording compliance controls with Python and Selenium, ensuring adherence for 1,000+ regulated users and reducing manual oversight by 20 hours weekly.

Software Engineering Intern June 2022 – August 2023
Wells Fargo *Charlotte, NC*
- Worked in an Agile team to develop and maintain a full stack application to replace an outdated and manual process of completing Service Requests
- Improved customer experience by reducing completion time for Service Requests by 75%
- Worked with Java, Javascript, HTML, CSS, and Mendix

PROJECTS

UFC Bout Predictor | *Python, NumPy, Pandas, Scikit-learn, Git* March 2023 – May 2023
- Engineered and evaluated multiple ML models (KNN, SVM, Random Forest) to predict UFC fight outcomes with over 70% accuracy.
- Scraped and preprocessed structured data from UFCstats.com to build a robust training dataset.
- Presented findings at the Verna Miller Case Symposium, demonstrating effective model interpretation and data storytelling.

Flick Finder | *Python/Flask, ReactJS, MySQL, Scikit-learn, NumPy, Pandas, Bootstrap, Git* Feb 2024 – May 2024
- Led a 4-person Scrum team as Product Owner and developer for a 10-week project (5 sprints) to build a personalized movie recommendation web app.
- Designed and implemented a full-stack application integrating a content-based ML model with a responsive ReactJS frontend and Flask backend.
- Trained and deployed a recommendation engine on a dataset of 45,000 movies to deliver tailored suggestions to users.

Mind Madness | *Unity, C#, Figma, Git* March 2023 – May 2023
- Designed and implemented core gameplay mechanics including player movement, puzzle interactions, and physics-based challenges in Unity using C#.
- Developed a modular architecture using object-oriented programming to support reusable puzzle components and scalable level design

INTERCOLLEGIATE ATHLETICS

Davidson College Football August 2020 – December 2023
NCAA Division 1 Scholar-Athlete *Charlotte, NC*
- Commit 30+ hours weekly to team activities throughout the year, including practice, weights, film study, travel, and competition, in addition to a full-time course load
- Utilize film, statistics, and analytical data to study opponents prior to competitions, as well as during competitions to make real-time adjustments

TECHNICAL SKILLS

Certifications: Cloud Fundamentals (AZ-900), Microsoft 365 Fundamentals (MS-900)
Languages/Frameworks: Java, Python/Flask, C#, JavaScript/React, HTML, CSS, R, MySQL
Developer Tools: Git, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, Mendix, Unity Engine, DBeaver, MS 365
Libraries: pandas, NumPy, Matplotlib, SciKit Learn