

William Reames

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64 H St SW Apt 303, Washington, D.C. 20024

Education

Christopher Newport University, Newport News, VA

May 2023

Bachelor of Science in Computer Science, Cybersecurity; Minor in Mathematics - 3.97 GPA

Relevant Work Experience

IBM Software Developer, *IBM Research Triangle Park*

Jul 2023 - Present

- Implemented new endpoints and functionality for a backend API for an unreleased product
- Utilized a multi-cloud environment, gaining experience with OpenShift, AWS, and IBM Cloud
- Communicated with my team and carefully documented the work I completed

IBM Software Developer Intern, *IBM Research Triangle Park*

May 2022 - Aug 2022

- Contributed to CI/CD pipelines by fixing issues and expanding Bash scripts
- Worked as a member of the DevSecOps squad in an entirely remote environment
- Collaborated with team members to effectively complete projects and assignments

NASA Research Intern, *NASA Langley Research Center*

Mar 2022 - May 2022

- Worked with NASA Researchers to develop a system used for ensuring safe UAS travel
- Computed RF levels along a 4D flightpath by referencing a database of contours using Python

OURCA Summer Scholars Research, *Christopher Newport University*

Jun 2021 - Oct 2021

- Researched the development of multi-agent systems with a co-researcher and faculty mentor
- Developed a simplified solution to the Multi-Agent Programming Contest (<https://multiagentcontest.org/>)

Threat Intelligence Services Engineer Intern, *ThreatQuotient*

May 2020 - Apr 2021

- Worked with a team of 15 people to develop and release programs and REST APIs for end-users
- Updated, enhanced, and fixed bugs for programs developed by the company in Python

Personal Projects

Personal Website (<https://william-reames.com/projects>)

Mar 2023 - Present

- Deployed an AWS EC2 instance, installed apache, and secured a certificate to allow for HTTPS
- Implemented the website using HTML, CSS, JavaScript, and PHP

Hive Board Game AI

Aug 2022 - Dec 2022

- Created an AI to play the board game, *Hive*, using a minimax algorithm implemented in Python
- Implemented the rules for the game, a user interface, and an AI with multiple difficulty levels

Skills

- **Programming Languages:** Python, Java, Bash, C#, C++, SQL, PHP, JavaScript, HTML
- **Tools/Services:** Git, Linux command-line, Docker, Terraform, AWS, IBM Cloud, OpenShift
- **Hard Skills:** Data analysis, technical writing, mathematics, machine learning, agile, automation
- **Soft Skills:** Fast learner, time management, communication, teamwork, problem solving

Honors and Awards

• **Dean's List**, Christopher Newport University

Aug 2019 - Present

• **Honors Student**, Christopher Newport University

Aug 2019 - Present

• **CCSC:EA Programming Competition 2021 1st place**

Oct 2021