William Granados

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Education

Extracurricular

University of Toronto Expected: May, 2019 Candidate Honours BSc, Computer Science and Statistics

- Courses: Algorithm Design, Data Structures, Operating Systems, Software Design, Software Tools and Systems Programming, Numerical Methods, Intro to Statistics
- Canadian Computing Olympiad, Bronze Medallist
- USA Computing Olympiad, Gold Division
- East Central NA ACM-ICPC, Honourable mention
- Finalist, 2016 University of Michigan MHacks8
- UTSC Startup Pitch Competition 5th Place
- President of CSEC (CS Enrichment Club), head organizer for annual algorithms contest UTSCode

Core Technical Skills

Languages/Markup: Python, C, C++, Java, Ruby, Bash, LaTeX, NodeJS, Javascript, R, SQL, HTML, CSS, XML Operating Systems: Windows, Ubuntu 16.04, Fedora 25, and MacOS Sierra

Other: Git, SVN, Mercurial, Continuous Integration, Docker, Vagrant, Agile, TDD, Coverage, Cloud Computing

Employment

• Rubikloud Toronto, ON Software Engineering Intern Expected: May 2018 - August 2018

• University of Toronto

Toronto, ON

Teaching Assistant - Intro to Computer Science I & II

Sep 2017 - April 2018

- Incorporated responsive website using bootstrap and kept updated with notes on course content
- Taught concepts such as -data structures, recursion, and runtime complexity- to groups of 30+ students
- Lead discussions in course Piazza forum, tutorial hours, and practical hours to facilitate learning

Personal Projects

• LetMeKnow, News Aggregating Website & Entrepreneurship Incubator Project

Oct 2016 - Present

- Enabled multiprocessing for fetching relevant articles from Reddit API, tweets from Twitter's API, and images from Bing's API reducing load time from 20 seconds per user query to 3 seconds
- Developed core news search utilities using **Django** for the RESTful API. Set up load balancer with Nginx on AWS cloud servers. Collaborated in porting the legacy frontend to Angular
- Quadbot, Asynchronous Multiplatform Chat Bot

Aug 2016 - Present

- Increased user engagement in multiple rooms through usage of Markov chains, academic chat games, and server-side LATEX compilations with image hosting; more details and features available on Github
- Automated unit and functional tests using pytest and Docker on Travis CI, and set up Coveralls to keep track of test coverage, guaranteeing consistency of Quadbot's services for users and future developers
- Mobile Waste Wizard, Waste Categorizing Android Application

- Presented MVP to a committee at the City of Toronto in a 2 month time frame by following best practices in Agile development with weekly sprints, stand ups, and scrum meetings.
- Redesigned UI by following the Google Material Design guidelines to facilitate features for searching (by text, Google voice, and image recognition), tracking recent searches and language search settings

Open Source Contributions

• PokemonShowdown, Online Pokemon Battle Simulator

August 2017

- Integrated **emoji filtering** into chat room settings to help moderators deal with users spamming chat
- Patched bug that allowed blacklisted users to be redirected to their blacklisted rooms by moderators