

# WILLIAM ERNEST G. SANTOS

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## EDUCATION

**Hofstra University** | GPA: 3.66 Uniondale, NY • Sept. 2015 to Present  
**Major:** Computer Science | **Minor:** Computer Applications & Digital Media Design | **Concentration:** Gaming & Graphics  
**Honors & Awards:** Hofstra School of Engineering & Applied Sciences Dean's List Feb. 2015 to Present

**Relevant Coursework:** Python; C++; Java; C#;

## RELEVANT EXPERIENCE

**Project: Frozen Embers** | Hofstra University Uniondale, NY • Jan. 2019 to Present  
*Project Director*

- Designed the mechanics and artwork for a tactical role-playing game.
- Lead the team and ensured that project goals were properly defined and scheduled.
- Implemented an in-depth turn-based tactical system that manages complex data structures for units on a grid.
- Modified Unity's Editor to make the UI easier for a game developer to design levels in.

**Estee Lauder Hackathon** | Long Island City Uniondale, NY • Oct. 2019  
*Frontend Developer*

- Worked on frontend styling for a web application
- Learned how to use React.js for frontend development.

**Elpizo** | Investment Firm Uniondale, NY • June 2019 to Oct. 2019  
*Frontend Developer*

- Worked on frontend solutions for developing an iOS/Android Application for restaurants.
- Learned Flutter, Google's mobile application SDK.

**Roslyn Coding School** | The Coder School Roslyn, NY • Jan. 2019 to April 2019  
*Coding Coach*

- Taught children how to code.
- Offered guidance on basics of Python and Unity programming.

**EdTech** | Hofstra University Uniondale, NY • Nov. 2018 to Dec. 2019  
*Software Engineer*

- Hired after placing third at the Hofstra Hackathon as the only solo team.
- Used knowledge of Unity to assist in the implementation of AR and VR technology for educational purposes.

**Black Knight Internship Program** | Black Knight Financial Services Jacksonville, FL • Jan. 2018 to Dec. 2018  
*Enterprise Risk Management Intern*

- Developed tools to help expedite the process of analyzing risk within the company.
- Assisted in the development of software that oversees and manages admins, outdated hardware, and restricted software on all company computers.
- Hired to work part-time after the internship concluded on August 2018.

**Cybersecurity Research** | Hofstra University Uniondale, NY • Sept. 2016 to Aug. 2017  
*Research Assistant*

- Selected by Prof. Xiang Fu, a cybersecurity specialist, on an intrusion detection system.
- Learned how to work in kernel space, where the Operating System of a computer is. Mistakes in kernel space can crash a computer so great care was needed when working in this part of the computer.
- Modified Intel Processor Trace to gather instruction traces from a computer, allowing for constant information on the target computer's status on a micro level.
- Programmed C++ code to read data gathered from the modified Processor Trace to map out the normal patterns of the target computer.

## SKILL SETS

**Programmer:** (Python, C++, Java\*, C#\*, HTML, CSS, Javascript, SQL)

**Graphic Artist:** Clip Studio; Digital Illustration;

**Game Designer:** Unity;

\*Languages with the most experience