William Eng

Undergraduate Computer Science Student
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Technical Skills

Proficient Programming Languages: C++, Java, Bash, AWK
Familiar Programming Languages: SQL, HTML, CSS, Perl, Python
Operating Systems: Windows, Linux
Completed Courses: Data Structures and Algorithms I/II, Scripting Languages, Technical Writing, Project Management for Computing Professionals, Software Engineering
Future/Current Courses: Databases, Cloud Computing, Hardware, Embedded Systems, Operating Systems

Professional Experience

Computer Science Teacher Assistant, University of Washington Bothell **April 2018 – Present**

- Provided insightful feedback to help students understand programming fundamentals and software engineering concepts
- Maintained detailed records of scores and relevant comments to track overall progress
- Discussed grading criteria with instructor to improve grading quality and consistency

Teacher Assistant, Kumon Math and Reading Center **March 2015 – June 2017**

- Recorded progress of students and adjusted curriculum to support the academic needs of each child
- Worked with staff to ensure smooth business operations and the highest quality of education to students
- Gained experience assisting students with a range of learning disabilities including ADHD and dyslexia

Academic Projects

DubHacks Hackathon "Panop-Pro" **October 2018**

- Collaborated with a team of 5 to construct a program with the goal of automatically transcribing and summarizing Panopto lecture videos
- Managed the integration of Google Cloud Platform's Video Intelligence, Translation, and Vision APIs
- Constructed a back-end API using the web-frame work Flask to handle data from a separate Chrome extension

Real-Time Weather Application **July 2018**

- Created a Python application that allows user to receive real time weather data about cities or zip codes
- Utilized the TKinter toolkit to create a graphical user interface and the Open Weather Map API for data

Route Scheduling **June 2018**

- Developed a C++ program that algorithmically finds the shortest path between two nodes on a graph
- Applied Dijkstra's algorithm by utilizing a priority queue
- Built a Python script to generate travel times between nodes

Data Compression **April 2018**

- Created a C++ program to perform lossless data compression, leading to space savings of almost 50%
- Implements bit manipulation, a frequency table, a Huffman code, and a priority queue
- Designed Bash scripts to handle the compilation and executing of the program

Education

Bachelor of Computer Science and Software Engineering **Expected, December 2019**
University of Washington Bothell
3.82 Cumulative GPA