

Skills and Technologies

Languages: Python, Java, Kotlin, Go, C, C++, SQL, Bash, HTML/CSS, LaTeX

Tools: Jupyter, Docker, Kubernetes, Git, SVN, Gradle, Bazel

Libraries: TensorFlow, Scikit-Learn, NumPy, Flask, Dagger, Mockito

Education

University of Central Florida

Bachelor of Science, Computer Science

Minor in Statistics

Fall 2015 - Spring 2019 (expected)

Current GPA: 3.9

Experience

Google: Software Engineer Intern, Tools and Infrastructure

Summer 2018

- Migrated test result dashboard tool *Testgrid* (written in **Go**) from **Google App Engine** Standard to **Kubernetes**-based serverless application framework *Knative*, decreasing average page response time by an average of 50%, with vastly improved scaling for large dashboards.
- Created reproducible performance benchmark to evaluate new version of *Testgrid*. Analyzed, interpreted, and presented performance data to interested teams, along with actionable feedback on how to improve developer experience and productivity with *Knative*-based Cloud products.

Google: Software Engineer Intern

Summer 2017

- Designed, trained, and documented machine learning model with **TensorFlow** to make useful inferences over Android Pay transaction data, increasing coverage over existing model by a margin of 20% while maintaining the same accuracy.
- Implemented serving infrastructure for model in **Java** and **TensorFlow Serving**. Launched model in production to support serving inferences to new transactions in real time.

University of Central Florida: Member, JV Programming Team

September 2016 - May 2017

- Attended weekly practices and regional competitions to improve problem solving skills and programming ability. Collaborated with team to implement efficient software solutions in **Java** and **Python** within a short time frame. Tested solutions to ensure correctness.

DiSTI: Software Engineer Intern

October 2015 - September 2016

- Developed and maintained leading-edge virtual environment software written in **C++**. Created and improved automated tests using in-house tools, as well as custom **Python** scripts.

Projects

github.com/will-cromar

Dog Breed Identifier: Designed and implemented web application written in that allows users to identify the breed of a dog in a photo. Trained backend machine learning model using **Tensorflow** and deployed using **TensorFlow Serving**. Developed and deployed frontend web server using **Go**.

Movie and Show Tracker: Developed Android application written in **Kotlin**, allowing users to browse and subscribe to upcoming movies and TV shows. Designed and implemented RESTful backend written in **Python** with **Flask** that utilizes an *affinity propagation*-based content recommender model, implemented with **Scikit-Learn**, to help users find new content related to their current subscriptions.