William Cromar

wcromar@knights.ucf.edu
904-814-9428

Skills and Technologies

Languages: Java, Python, Kotlin, C, C++, Octave, SQL, HTML/CSS, LaTeX
Operating Systems: Linux (including Bash command line), Windows 7/8/10
Development Tools: Jupyter, Git, Gradle, Subversion (SVN), CMake, Bazel
Libraries: TensorFlow, Scikit-Learn, NumPy, NLTK, Seaborn

Education

University of Central Florida *Fall 2015 - Spring 2019 (expected)*
Bachelor of Science, Computer Science *Current GPA 3.9*
Minor: Statistics
Burnett Honors College

Experience

Google — Software Engineer Intern *May 2017 - August 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.

UCF — Member, JV Programming Team *September 2016 - May 2017*

- Attended weekly practice competitions to improve problem solving skills and programming ability. Implemented efficient software solutions in **Java** and **Python** within a short time-frame.
- Collaborated and communicated with other team members to design and implement creative solutions to challenging problems. Tested solutions to ensure correctness.

DiSTI — Software Engineer Intern *October 2015 - September 2016*

- Developed and maintained leading-edge virtual environment software written in **C++**. Identified, reported, and resolved bugs in a large code-base.
- Tested software solutions and reviewed code written by team members to ensure consistent software quality. Created and improved automated tests using in-house tools, as well as custom **Python** scripts.

Projects

`github.com/will-cromar`

Sentiment Classifier: Developed a natural language sentiment classifier in **Python** using **sklearn**, capable of identifying positive or negative tone in bodies of text. Trained using real-world natural language data, preprocessed with **NLTK**. Incorporated sentiment classifier into larger group project providing stock market news analysis, price prediction, and report generation.

Connect-4 AI: Implemented an automated *Connect-4* player from scratch in **C**. Incorporates probabalistic methods such as Monte-Carlo Search Trees, as well as heuristic techniques from game theory to efficiently achieve near-optimal play.