

William Frank

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Education

University of Utah Computer Science B.S. (Expected December 2019)

Salt Lake City, UT

Current GPA: 3.537

Relevant Coursework

- Software Practice I & II
- Linear Algebra
- Calculus III
- Models of Computation
- Algorithms
- Computer Security
- Parallel Programming (In Progress)
- Computer Systems (In Progress)
- Artificial Intelligence (Spring 2019)
- Machine Learning (Spring 2019)

Technical Skills

- Languages: C, C++, C#, Java, Qt, MIPS, x86-64, SQL, REST
- Operating systems: Windows, Linux, OS X
- IDE's: Visual Studio, Eclipse, Qt Creator, Mars
- Git/Github, Travis CI, Google Test, Selenium/Chromedriver, CMake, JSON, OpenMP
- Pair and group programming, Agile/scrum techniques, Jira, Rally, Trello

Experience

QA Automation Engineer Intern at Dealertrack (5/15/18 – 8/3/18)

- Used existing frameworks built around Selenium/Chromedriver to automate testing of software.
- Worked in a scrum team to efficiently and comprehensively complete regression automation.
- Operated with minimal instruction and intervention, and exceeded forecasted goals for the summer.

Projects

Class Project: Logic Quest

- A game designed to help teach users about logic gates and their interactions through a drag and drop interface that evaluates outputs in real time, done as a group project with seven members.
- Designed and implemented level UI, level switching, and level loading system.

Class Project: QtSE

- A sprite editor designed in Qt, complete with multiple frames, live preview, GIF exporting, sprite sheet exporting, PNG exporting, saving/loading, and more, as a group project with six members.
- Responsible for implementing text file save/load, mirrored painting, and color replace.
- Helped with overall UI and the system for modifying individual pixels.

Independent Project: Team Builder

- Software written for my local recreation association to build soccer teams based on specific constraints.
- Saves 100-200 hours of work every season (twice annually).