

William Frank

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Education

University of Utah Computer Science B.S. (Expected Spring 2020)

Salt Lake City, UT

Current GPA: 3.646

Relevant Coursework

- Software Practice I & II
- Algorithms
- Computer Security
- Artificial Intelligence
- Machine Learning
- Web Software Architecture
- Database Systems (In Progress)

Technical Skills

- Languages: C, C++, C#, Java, Python, SQL, Javascript
- Operating systems: Windows, Linux, CLI Linux
- IDE's: Visual Studio, Eclipse, IntelliJ
- Git CLI/Github/Gitlab, Agile/Scrum Experience, .NET Core, ASP.NET
- Machine Learning, Object-Oriented Programming, CI/CD Techniques

Experience

Software QA Intern at Chartlogic (6/10/19 – Present)

- Work with developers and product lead to perform manual QA on upcoming features
- Identified test cases and steps for automated regression testing
- Assisted in development of automation framework using Selenium/Chromedriver

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

- Worked in a scrum team to complete regression automation and debug existing tests
- Used existing frameworks built around Selenium/Chromedriver in C#
- Exceeded initial goals for the summer (~230/200 scenarios automated)

Projects

UResearcher

- A website to assist researchers in sorting through mass amounts of research papers
- Implemented sleek and intuitive user interface using Bootstrap and JQuery
- Connected front end views to back end database and controller methods using Python and Flask

Machine Learning Stock Market Predictions

- Attempted to predict upcoming Dow Jones price movements via news articles
- Preprocessing and modeling done with Scikit-learn, Keras, and LightGBM in Python
- Created web app to track predictions using Flask and React, and hosted on AWS EC2

Logic Quest

- A game designed to help teach users about logic gates through a drag and drop Qt interface.
- Designed and implemented level interface, level switching, and level loading system in C++