

William Frank

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Objective:

I am seeking an internship or job that will allow me to practice and develop the technical skills, critical thinking, and problem solving abilities I possess to create useful and effective software, and expand my knowledge of computer science.

Education:

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

Relevant Coursework:

- Introduction to Algorithms and Data Structures
- Software Practice I & II
- Computer Organization
- Linear Algebra
- Calculus III
- Discrete Structures
- Algorithms (In progress)
- Computer Security (In progress)

Technical Skills/Experience:

- Languages: C++, C#, Java, Qt, MIPS, SQL, REST
- Operating systems: Windows, Linux, OS X
- IDEs: Visual Studio, Eclipse, Qt Creator, Mars
- Git/Github, Travis, Google Test
- Pair and group programming, Agile/scrum techniques

Projects:

- 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.
- QtSE
 - A sprite editor designed in Qt, complete with multiple frames, live preview, GIF exporting, sprite sheet exporting, PNG exporting, saving/loading, and more.
- Team Builder
 - Software written for my local recreation association to build soccer teams to meet a certain set of criteria from a list of players