WILLIAM **BECK-ASKENAIZER**

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Work Experience

WQTS – Software Engineering Intern, *June 2019 - September 2020*

- Designed and built a mobile application in React Native based on specifications provided by Dr. Issam Najm, Ph.D to assist in water quality laboratory testing, and client demonstration
- Practiced Agile development, getting feedback from the client along the way in terms of UX design and function

General Motors, Inc. – Software Engineer I*, September 2020 – July 2021*

- Worked on a large team collaborating with other software engineers to implement features requested by the business team.
- Learned to use the Spring Boot framework to build and deploy endpoints to support GM's business needs, modified existing REST API functionality to adapt to modern business requirements.
- Built features and functionality for GM's REST API utilized by the React-based front end, using the Spring Boot framework.
- Worked closely with co-workers on other teams to ensure all parts of the system were communicating correctly.
- Updated existing code bases for several repositories from older versions of Java to newer secure versions along with any Maven plugins.
- Attended daily scrum meetings to report progress and discuss any issues with the team.

Ernst & Young – Technology Consultant/Software Engineer, *July 2021 – Present*

- Leveraged prior experience and learning to solve a wide array of client problems.
- Able to quickly comprehend large pre-existing code bases from multiple companies all over the world, and improve/add features.

- Able to communicate technical concepts to non-technical team-members in order to make decisions on what would be best for the client.

- Built back-end plugins using C# to support background function and data manipulation, along with React/JavaScript front-end web resources for custom client UI.

- Worked effectively with teammates and clients from all over the world.

- Utilized Microsoft Power Platform (previously Dynamics 365) to deliver client systems.

- Joined and spoke at weekly meetings presenting new and useful software engineering topics.

- Always kept up to date with the latest in Power Platform in order to solve client problems.

Projects

2023

Latent Labs – *AI Tool Suite/Community (https://latentlabs.art)*

- Utilized Next.JS, Vercel, Supabase, Prisma, and Python to create a suite of AI Logo Design focused tools, with a team of four in our spare time.

- Employs Replicate to host a custom trained model.

- At time of writing, Latent Labs has 14,000 users signed up and using it.

Reimagine Bot – *Companion Community Discord Bot*

- Utilized Python and the Py-cord library to build a companion discord bot with the same AI Logo Design functionality as the Latent Labs website.

- Utilizes the database from the website, allowing users to reimagine their own images by running the command */reimagine* and providing an image/description.

- Images generated are saved to the user's account, and all input/result images are stored in the history tab

- The bot is hosted using Oracle Cloud, and uses custom build shell scripts to relaunch when updates are pushed.

2021-2022

NonFungibleTaxes – *Accurate Blockchain Tax Software*

- Designed, built, and deployed the most accurate NFT Tax Calculator of its time, with a small team of four.
- Utilized a React JavaScript front-end, Node JS/Axios based middleware, and MongoDB for the backend.
- Utilized a number of unique endpoints and data sources to consolidate tax info across multiple Token standards. This was a huge community request, as the big companies like Token Tax hadn't figured it out.
- Allowed for users to register transactions from multiple blockchains.
- Simple and Clean user interface that prioritized getting the user through the process of tax calculation as quickly as possible.
- At the end of tax season, 12,000+ people had utilized NFTaxes for their form 8949.

2017-2019

Addmeon – *Social platform sharing app for Android*

- Designed and built a mobile application with the purpose of simplifying the sharing of game service accounts
- Programmed in Java, using XML for layouts, JavaScript for web scraping, and Android Rooms for database/persistent storage
- Utilized OAuth APIs for multiple services, including Blizzard, Steam, and Xbox Live

ciLisp Compiler – *Custom compiler for the ciLisp language*

- A custom implementation of a universal compiler for s-expressions using Lisp
- Written in C, utilizing flex (lex) and bison (yacc) to generate scanner/parser for the ciLisp language

RoR2-Tool – *Simplified compendium of Risk of Rain 2 knowledge*

- Designed and built a clean, simple companion tool for the video game title Risk of Rain 2, allowing for easy navigation of useful game information.

- Built using a React (JavaScript/NodeJS) front-end connected via Python Flask scripts to a MySQL Database

Education

CSU Channel Islands, Camarillo, CA
Bachelor of Science in Computer Science – May 2020

Languages & Frameworks

- JavaScript, TypeScript, Python, Java, C#, MySQL, NoSQL (MongoDB, Neo4j), XML, React, React Native, Spring Boot, Maven, Git, BitBucket, Microsoft DevOps, Microsoft Azure, Microsoft Power Platform, Microsoft PCF Controls

- Experience with git, common branching methods, and repository management.

- Extensive experience developing within Microsoft's Power Platform, including C# Plugins, TypeScript/JavaScript Web Resources, Linqpad Data Migration Scripts, and Microsoft PowerApps Control Framework Components.