WILLIAM **BECK-ASKENAIZER**

Pasadena, CA, 91104 · (626) 354-7782
william.beckaskenaizer@gmail.com · williambeckaskenaizer.github.io ·
github.com/williambeckaskenaizer

Education

CSU Channel Islands, Camarillo, CA
Bachelor of Science in computer science

Projects

WQM – *Spring 2019*
- Mobile application based on the water quality models produced by Issam Najm, Ph.D.
- Written in Java, built using Android Studio
- Calculates CCPP and Acid-Base values for a sample of water based on present compounds and additives

Life – *Spring 2019*
- Game-jam style development, written in Java in the combined space of several hours
- Simple game where unique player choices in different stages of life create unforeseen opportunities

Addmeon – *Spring 2018*
- Mobile application designed to simplify the sharing of game service accounts
- Java based, using XML for layouts, JavaScript for web scraping, and Android Rooms for database
- Utilized OAuth APIs for multiple services, including Blizzard, Steam, and Xbox Live

ciLisp Compiler – *Fall 2017*
- 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 – *Fall 2019*
- A clean, simple companion tool for the early access title Risk of Rain 2, allowing for easy navigation of useful game information.
- Built using a React front-end connected via Python Flask to a MySQL Database

Languages & Frameworks

- Java, C, C#, Python, MySQL, NoSQL (mongoDB, Neo4j), XML, Python, JavaScript, React

Software Development Tools

- Proficient use of version control with Git using CLI or GUI
- Comfortable across most Operating Systems (macOS, Windows, Linux)
- Proficient in Android Studio, VSCode, JetBrains IDEs, Atom, Sublime Text

Coursework

Automata, Operating Systems, Data Structures, Assembly Language, Computer Architecture, Software Engineering, Computer Game Development, Database Theory and Design, Artificial Intelligence, Human-Computer Interaction, Object Oriented Programming