

William Beck-Askenaizer

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<https://williambeckaskenaizer.github.io/>

TECHNICAL SKILLS

Programming Languages | Python 3, JavaScript ES6+, SQL, HTML5, CSS, C#, TypeScript, Java, XML,

Front-End | DOM manipulation, WebSockets, React, React Hooks, NextJS, Vercel, DigitalOcean

Back-End | Django 4, PostgreSQL, MongoDB, Spring Boot, NodeJS, Microsoft Power Platform, Microsoft Azure, Microsoft DevOps

System Design | Microservices, Domain-driven design, Message passing, Event sourcing, API design, UI/UX Design

APPLICATION DEVELOPMENT EXPERIENCE

Latent Labs | Tech Lead/Software Engineer | [Latent Labs](#) | React, NextJS, Python, PyTorch, MySQL2023
An AI Design Tool for Non-Designers

- Utilized NextJS, Vercel, Supabase, Prisma, and Python to create a suite of AI Logo design focused tools.
- Designed application to scale easily starting with just my test account, it now has over 20,000 registered users
- Utilizes modern machine learning models, and collects user feedback in order to re-train and improve the models.

NonFungibleTaxes | Software Engineer/Lead Programmer | React, NodeJS, MongoDB, AWS 2022
Accurate Blockchain Tax Software

- Designed, built, and deployed the most accurate NFT Tax Calculator available by connecting the dots with several different sources of data.
- Consolidated transaction history across multiple unique endpoints in order to reconcile multiple Blockchain Token Standards.
- Built a simple and clean UI utilizing React with Tailwind CSS in order to make an otherwise long and arduous process very simple

Addmeon | Lead Programmer | [Repo Link](#) | Android Studio, Java, Kotlin, Gradle Build Tools 2019
Social App allowing users to mass-add each other's social accounts

- Utilized Android Studio's build tools to design and construct the application using Java and XML
- Leveraged multiple APIs from Blizzard, Steam, and Xbox to connect social accounts by scanning a QR code

PROFESSIONAL EXPERIENCE

Ernst & Young | Technology Consultant / Software Engineer 2021 - 2023

- Solved a wide array of client problems using prior experience and learning
- Communicated technical concepts to non-technical team members
- Built back-end plugins and front-end web resources using C#, React/JavaScript, and Microsoft Power Platform

General Motors | Software Engineer 2020 - 2021

- Collaborated with a large team to implement features requested by the business team
- Upgraded existing code bases to newer secure versions
- Built features and functionality for GM's REST API using the Spring Boot framework

WQTS | Software Engineering Intern 2020 - 2020

- Developed a mobile app in React Native for water quality laboratory testing, using specifications provided by Dr. Issam Najm, Ph.D
- Utilized Agile development to get feedback from the client on UX design and function.

EDUCATION

California State University - Channel Islands | Computer Science 2015 - 2019

- B.S. in Computer Science, Minor in Game Design and Development