

WILLIAM BECK-ASKENAIZER

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Seeking Software Engineering Position

Work Experience

WQTS – Freelance Software Engineer, 2019 - 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

Education

CSU Channel Islands, Camarillo, CA

Bachelor of Science in computer science – May 2020

Projects

2017-2019

Life – Spring 2019

- Built in 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

- 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 – 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

- Designed and built 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 (JavaScript/NodeJS) front-end connected via Python Flask scripts 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