

WILLIAM BECK-ASKENAIZER

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Seeking Software Engineering Position

Work Experience

WQTS – Freelance Software Engineer, 2019 - Present

- 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
- Maintained and updated the company website with relevant information concerning company function and employee listings

Education

CSU Channel Islands, Camarillo, CA

Bachelor of Science in computer science

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

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