

# WILLIAM BECK-ASKENAIZER

2087 Galbreth Road, Pasadena, CA, 91104 · (626) 354-7782

[william.beckaskenaizer@gmail.com](mailto:william.beckaskenaizer@gmail.com) · [williambeckaskenaizer.github.io](https://williambeckaskenaizer.github.io) ·

## EDUCATION

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### CSU CHANNEL ISLANDS, CAMARILLO, CA

Bachelor of Science in Computer Science

## RELEVANT COURSEWORK

Automata, Operating Systems, Programming Languages, Data Structures, Assembly Language, Computer Architecture, Software Engineering, Computer Game Development, Database Theory and Design, Artificial Intelligence, Human-Computer Interaction, Probability and Statistics, Object Oriented Programming, Survey of Computer Gaming, Societal Issues in Computing

## EXPERIENCE

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2016 – 2019

### USHER, REGENCY THEATERS

- Provide relevant and concise information to customers over the phone or in person
- Keep timed record of cleaning duties completed

2013 – 2014

### ASSISTANT COUNSELOR, TOM SAWYER CAMPS INC.

- Plan activities for large groups of people, and carry out those activities
- Communicate with parents regularly, delivering clear and relevant information about their children's activities
- Understand and improve performance based on monthly evaluations from employer

## TECHNICAL SKILLS

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- Java, C, C#, Python, SQL, XML
- Comfortable using Git from CLI or GUI
- Comfortable in any development environment, Linux, Windows, macOS

## PROJECTS

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### Addmeon, *Software Engineering* - Spring 2018

- Mobile Application designed to simplify the sharing of game service accounts
- Java based, using XML for screen layouts, JavaScript for web scraping, and Rooms for database
- Utilized OAuth APIs for multiple services, including Blizzard, Steam, and Xbox Live

### ciLisp Compiler, *Programming Languages* - Fall 2017

- A custom implementation of a university compiler for s-expressions using lisp
- Written mainly in C, utilized flex (lex) and bison (yacc) to generate our scanner/parser for the ciLisp language

### WQM, *Capstone* - Spring 2019

- Mobile application based on the Water Quality Models produced by Issam Najm, Ph.D.
- Written in Java, built in Android Studio
- Calculates CCPP and Acid-Base values for a sample of water based on present compounds and additives

### Life, *Survey of Computer Gaming* - Spring 2019

- Game-jam style development, written in Java in the combined space of a few hours
- Very simple game where player choices in different stages of life create unforeseen opportunities