**William Beck-Askenaizer**

Colton, California | william.beckaskenaizer@gmail.com

https://www.linkedin.com/in/william-beck-askenaizer/ | <https://github.com/williambeckaskenaizer> |

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*](http://latentlabs.art/)| React, *NextJS, Python, PyTorch, MySQL* 2023

*An AI Design Tool for Non-Designers*

* Utilized Next.JS, 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*](https://github.com/williambeckaskenaizer/addmeon) | *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