William C. Frank

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EDUCATION

University of California, Berkeley | Berkeley, CA Expected Graduation: May 2018

Bachelor of Arts in Computer Science GPA: 3.18

Coursework:
Operating Systems and Systems Programming, Efficient Algorithms and Intractable Problems, Computer Security, Internet Architecture and Protocols, Machine Structures, Data Structures and Advanced Programming, Structure and Interpretation of Computer Programs, The Beauty and Joy of Computing, Discrete Mathematics and Probability Theory, Linear Algebra & Differential Equations, Calculus

WORK EXPERIENCE

OSIsoft | San Leandro, CA

Software Engineer Intern May 2017 – Present

- Redesigned and optimized license fetching between database subsystems by eliminating a time check dependency
- Increased testing coverage for proprietary database command line tools

Development Support Intern May 2016 – Aug. 2016

- Researched and prototyped a voice user interface for *PI Asset Framework* (time-series database)
- Drafted an introductory learning guide for *PI Web API*, a RESTful service. Covered web service basics such as HTTP and development in C# / Python

SKILLS

Programing Languages: Python, C, C#, Java, C++, Scheme, MIPS, Snap
Software / Tools / Frameworks: TFS, Git, Visual Studio, IntelliJ, MTM, REST, JSON, XML, HTML, CSS

PROJECTS

Pintos May. 2017

- Built fully functional OS from bare skeleton. Designed, implemented, and tested tested several
- core OS features including: threading, user programs, and file system functionality.

Secure File Store Mar. 2017

- Used crypto tools such as Symmetric/Asymmetric key encryption, HMACs, DHEs, etc. to design and build a secure and efficient file storage server that can be used given a malicious server / user.

Distance Vector Routing Oct. 2016

- Implemented a distributed routing algorithm where multiple routers cooperate to transport packets to their destinations efficiently and employ best effort recovery.

CPU Mar. 2016

- Implemented a 32-bit two-cycle processor using Logisim and a Linker / Loader using C and MIPS

Gitlet (Git-light) Dec. 2015

- Designed, developed, and tested a fully functional version control system in Java based off of Git

Solitaire Sep. 2015

- Developed a Solitaire playing program and a GUI in Java using a MVC design pattern.

EXTRACURRICULARS

ANova | Berkeley, CA Jan. 2017 – Present

Finance Officer | General Member / Mentor

- Responsible for funding onsite computer science focused mentorships and annual hackathon for under-resourced high school students in the Bay Area.

REACH! | Berkeley, CA Sep. 2014 – May 2017

Director of Internal Affairs | ShadowNite Coordinator | ShadowNite Intern | Mentor

- Lead university recruitment and retention efforts for under-resourced high school students within the Greater Bay Area.