

William Ozeas

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EXPERIENCE

Software Development Intern, Amazon; Seattle, WA 2020

Developed internal website at Amazon on team of 4. Worked to design GraphQL API and implement front end in React.

Programmer, CV Enterprises; La Crescenta, CA 2018

Designed "Injury Tracker" web app designed in Ruby on Rails using a SQLite database to store information about injuries for high school sports nurse. Team of 2.

Web Developer, SimpleLayers; La Crescenta, CA 2018

Developed social media web app with 3 other interns, the CEO, and CTO of local tech business. Used basic HTML/CSS/Javascript.

Undertale Online Orchestra, YouTube Channel - 2016-2019 - Co-Founder, Editor, Mixer, Performer, Arranger, Council Member - Worldwide group of musicians remotely covering the soundtrack of the game Undertale. 80+ collaborative videos, managed over 200 members.

Programmer/Writer, FRC Robotics Team 589; La Crescenta, CA 2015-2019

Worked in Business (5yrs), Software (1yr), and Video Game (1yr) teams - Competitive robotics team. Head of Outreach Yearbook for Chairman's Award judges grades 9, 10, 12. Team won Chairman's Award grade 12. Head of Video Game team grade 12.

PROJECTS

Video Games

"Zombox" - 2020-ongoing - Team of 8, Programmer, Sound Designer & Composer, Unity/C#. Top-down isometric zombie shooter. Programming is primarily sound implementation.

"Octave" - 2019 - Team of 6, Programmer, Lua. Rhythm game for arcade cabinet.

"Balaga" - 2019 - Team of 3, Lead Game Designer & Programmer, Unity/C#. Cooperative Galaga where each player must defend the other from color-coded enemies.

"12 Years A Student" - 2018 - Team of 4, Game Designer & Programmer, Unity/C#. Task management game about balancing stress and responsibilities as a student.

Other

Shell Project - November 2020 - Wrote a shell in C, capable of running and managing foreground and background tasks using signal handlers and child processes.

Malloc Project - October 2020 - Implemented memory allocator in C with more efficient throughput and utilization than the standard C library.

c0vm Project - October 2019 - Created virtual machine in C to implement c0 language. C0 is an educational language used to prevent students from accidentally directly modifying memory.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA — Bachelor's of Computer Science and Arts, anticipated completion 2023. GPA: 3.92

Relevant Courses: Principles of Imperative Computation (Data Structures), Principles of Functional Programming, Intro to Computer Systems