

William Ozeas

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EXPERIENCE

Software Development Intern, Amazon; Seattle, WA 2020

Developed front end of internal React website at Amazon on team of 4. Worked with GraphQL API.

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.

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

“Octave” 2019

Video game designed in Lua as part of Carnegie Mellon Game Creation Club. Programmer in a team of 6.

“Balaga” 2019

Video game designed in Unity (C#) for Robotics Team. Lead Game Designer and Programmer in a team of 3.

“12 Years a Student” 2018

Video game designed in Unity (C#) at COSMOS Summer Program 2018. Lead Game Designer and Programmer in team of 4.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA — Bachelor’s of Computer Science and Arts (Music Composition), anticipated completion 2023.

Crescenta Valley High School, La Crescenta, CA — Diploma, 4.5 W 4.0 UW GPA, 2019.