William Ozeas

Contact

5040 El Adobe Lane
La Crescenta, CA 91214
818-421-4380
williamozeas@gmail.com

Objective

I am experienced with cross-disciplinary team projects. With a passion for programming, audio, and game design, my ultimate goal is to eventually fuse those areas together in game development. I am especially inspired by Overwatch's adaptive audio systems.

Education

Carnegie Mellon University, Pittsburgh, PA

Bachelors of Computer Science and Arts (Music Focus)
GPA: 3.92

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

Work Experience

Software Development Intern, Amazon; Seattle, WA — June-August 2020
- Implemented front end in React for a GraphQL API using Apollo.
- Collaborated with backend team to design the API.

Programmer, CV Enterprises; La Crescenta, CA — January - June 2019
- 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 — June - August 2018
- Developed social web app in collaboration with the CEO & CTO of local tech business.
- Used basic HTML/CSS/Javascript.

Key Skills

Team-oriented & Collaborative

Variety of technical skills

Cross-disciplinary

Experience in coding, mixing, editing, communication, game design, sound design

Creative

Projects

Video Games

"Zombox" - 2020-ongoing - Team of 8, Programmer, Sound Designer & Composer, Unity/C#.
- Designed & implemented sound effects & soundtrack as well as fixed bugs in isometric zombie shooter.

"Octave" - 2019 - Team of 6, Programmer, Lua.
- Wrote core gameplay loop in rhythm game for arcade cabinet.

"Balaga" - 2019 - Team of 3, Lead Game Designer & Programmer, Unity/C#.
- Coded interactions, menus, scores, controls. Designed 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#.
- Designed and wrote core gameplay loop in 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 through aggressive optimization.

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.

Technical Skills

C, C#, Unity, Lua, React, Git

ACTIVITIES

Co-Founder, Council Member, Editor, Mixer, Performer, Arranger; Undertale Online Orchestra, YouTube Channel - 2016-2019
- 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, Software, and Video Game teams - Competitive robotics team. Head of Outreach Yearbook and Video Game team. Won Chairman's Award 2019.
- Valuable communication skills from talking to judges & writing awards essays

4-Piano Orchestra, YouTube Channel — 2015-current hiatus
- Arranging/Performing music from games and shows for 4 pianos. Included extensive audio/visual editing and performance, with elements of graphic design and costuming in most recent video.