William Ozeas

Contact

5040 El Adobe Lane
La Crescenta, CA 91214
818-421-4380
williamozeas@gmail.com
https://linktr.ee/willozeas

Objective

I love working on cross-disciplinary projects that blend together computer science and audio specifically, as well as creating immersive games that suck the player into an environment.

Education

Carnegie Mellon University, Pittsburgh, PA

Bachelors of Computer Science and Arts (Music Focus)
GPA: 3.94
Relevant Courses:
- Principles of Imperative Computation (Data Structures),
- Principles of Functional Programming
- Intro to Computer Systems
- Parallel & Sequential Data Structures & Algorithms
- Twisted Signals: Multimedia Processing

Key Skills

Team-oriented & Collaborative

Variety of technical skills

Cross-disciplinary

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

Creative

Technical Skills
C, C#, Standard ML
Unity, Lua, React, Git

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.

Software Developer, 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.

Projects

Video Games
"Escape From Lab 8" - 2021 - Team of 14, Programmer, Sound Designer, Unity/C#.
- Sound implementation & design for top-down roguelike with adaptive music and sound.

"Zombox" - 2020 - 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.

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.