William P Smith

Berkeley, CA • 714.745.2135 • williampsmith@berkeley.edu
github.com/williampsmith • linkedin.com/in/williamprincesmith • bitbucket.com/williamprincesmith

Education

University of California, Berkeley | B.S. EECS | Dec 2017 **Cumulative GPA:** 3.6

Orange Coast College | A.S. Engineering/ Mathematics | May 2015

Languages: C, C++, Python, Swift, Java, Matlab, SQL, Bash, JavaScript, Objective-C, MIPS, Scheme, Racket
Technologies: Django, Google App Engine, Heroku, Flask, Firebase, XCode, OpenCV, Vuforia, Jupyter, LabVIEW

Relevant Courses

- Computational Photography
- Efficient Algorithms and Intractable Problems
- Operating Systems & Systems Programming
- iOS Development
- Embedded Systems
- Design of Information Devices and Systems I & II
- Machine Structures
- Discrete Mathematics and Probability Theory
- Internet Architecture
- Data Science on Kaggle
- Database Systems
- Signals and Systems
- Artificial Intelligence
- Data Structures
- Entrepreneurship Bootcamp
- IEEE Micromouse Robotics

Experience

Facebook – Software Engineer Intern, Instagram (Menlo Park, CA) Summer 2017

- Incoming Software Engineer Intern for Summer 2017. Instagram Protect and Care Team.

Boeing – Satellite Payload Systems Engineer Intern May 2016 – August 2016

- Proposed and implemented NP-Hard graph coloring algorithm and tool to automate a complex design process.
- ***Tool saves weeks of man-hours per use. Proved integral in winning $100M+ satellite design contract.***

UC Berkeley College of Engineering – iOS Development Teaching Assistant Jan 2017 – Present

- Teach concepts and best practices for iOS mobile applications development in Swift and Objective-C.

Berkeley Hyperloop (bLoop) – Signals and Controls Team Lead Oct 2015 – Aug 2016

- Led team of 14 in design of robust embedded control systems for SpaceX Hyperloop Pod Competition.
- ***Resulted in being among only 24 teams selected for SpaceX final build approval.***

UCLA Wireless Health Institute – Undergraduate Researcher, Internet of Things June 2015 – August 2015

- Designed, prototyped, and presented novel IoT cloud based robotic car platform, sponsored by Intel.
- ***Project and code are now used as framework for a UCLA engineering course currently being built.***

Select Projects

Pet Detective – Winner – 1st Place at TreeHacks (Stanford) – Google App Engine, Flask Feb 2017

- **Won 1st place at Stanford annual hackathon for category: Best Use of Google App Engine**
- Messenger based chatbot concierge service that uses Computer Vision to locate lost pets and notify owners.

RNDR – Cal Hacks 3.0 Hackathon Project – Swift, Objective-C, Vuforia, Firebase, Heroku Nov 2016

- RNDR is an augmented reality social network. It allows users to post and share virtual objects in the real world.
- Built the iOS app frontend and interfaced with Vuforia SDK and Firebase backend.

Air Doodle – Gesture Recognition Toolkit (GRT), Machine Learning, Embedded Linux Nov 2016

- Implemented a gesture recognition system. Allows user to print characters to LED display by drawing in midair.
- Implemented machine learning (Dynamic Time Warping), dead reckoning, and sensor fusion algorithms.

Accomplishments

• US Marine Corps Veteran • San Disk Scholarship • Buick Achievers Scholarship • Edison Scholarship
• Doyle Schlarship • Pepsi Scholarship • Marine Corps Meritorious Mast • Certificate of Commendation