

WILLIAM KELLEY

734-707-6964 | willkel@umich.edu | [github](#) | [portfolio](#)

EDUCATION

University of Michigan

BSE in Computer Science, BM in Percussion Performance

Ann Arbor, MI

Expected Spring 2024

- GPA: 3.7
- Relevant Coursework: Video Game Development, Databases, Computer Organization, Operating Systems

SKILLS

Languages: C/C++, Python, C#, SQL, Lua

Developer Tools: Git/Github, Command Line Linux, Jira

Linux Tools: Make, ssh, rsync, gdb, perf

Certifications: AWS Certified Cloud Practitioner

DevOps Tools: AWS Console, ServiceNow, SumoLogic

Other Skills: Public Speaking, Sound Engineering

WORK EXPERIENCE

DevOps Intern

Summer 2022

Mobilitas Insurance

- Collaborated on a project-based, cross-departmental team to make ServiceNow data available to every employee in the company, increasing visibility by 200%
- Built several descriptive and filterable dashboards with the SumoLogic query language, increasing the amount of data available at a glance by 100%
- Exceeded company expectations by independently learning and getting certified by Amazon Web Services, received access to the company AWS console

Manager, Technology Consultant

Summer 2021 – Present

University of Michigan IT Department

- Trained and managed 20+ new Technology Consultants to accurately diagnose and solve technology issues
- Provided support for a university-wide initiative to increase digital security through strong passwords

PROJECTS

Soul of the Forest Video Game | C#, Unity, Wwise

Winter 2024

- Implemented 100+ sound effects in Wwise in all areas of the game's codebase
- Wrote C# code in Unity to facilitate interactive audio concepts in Unity like dynamic volume or EQ

Tennis Hero Video Game | C#, Unity

Winter 2023

- Worked on a cross-functional Scrum team of 5 developers to make a 20 minute video game within several tight deadlines, utilizing Agile methodologies and CI/CD practices to continuously improve the game
- Won the class showcase by a 20-point margin, the widest margin between any of the top 10 placement

OTHER ACTIVITIES

Researcher, Software Developer

Winter 2023 - Fall 2023

Framing Percussive Sound Research Team

- Collaborated with a 5 person team of analyze percussion music in a new way
- Authored Python code to quantify subjective qualities of percussion music like consistent time and volume

Percussionist, Section Leader

Fall 2019 – Present

University of Michigan Percussion Studio

- Entrusted by conductors to lead 5+ person percussion sectionals preparing advanced orchestral repertoire
- Nominated for a Grammy for playing on the 2022 album *Sila: Breath of the World* by John Luther Adams