WILLIAM KELLEY

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EDUCATION

University of Michigan   Ann Arbor, MI
BSE in Computer Science, BM in Percussion Performance   *Spring 2024*
- GPA: 3.7
- Relevant Coursework: Data Structures and Algorithms, Computer Organization, Operating Systems, Databases

SKILLS

Languages: C/C++, Python, C#, SQL   **Certifications**: AWS Certified Cloud Practitioner
Developer Tools: Git/Github, Command Line Linux, Atlassian tools   **DevOps Tools**: AWS Console, ServiceNow, SumoLogic

WORK EXPERIENCE

DevOps Intern   June - August 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

Researcher, Software Developer   January - May 2023
Framing Percussive Sound Research Team
- Collaborated with a 5 person team of technical and non-technical musicians to analyze percussion music in a new way
- Authored Python code to quantify subjective qualities of percussion music like consistent time and volume

Manager, Technology Consultant   July 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*   January - May 2024
- Collaborated effectively on a 20+ person Git repository using branches and pull requests to reduce merge conflicts
- Authored code in many areas of the 20,000+ line code base through self-research to implement sound effects
- Efficiently delegated and assigned tasks through the Atlassian suite of tools like Jira and Confluence

Multiprocessor Thread Library | *C++*   September 2022
- Designed memory-safe, modern C++ using features like smart pointers and move semantics to discourage memory leaks
- Enabled multiprocessing programs to run by implementing a low-level CPU scheduling interface to increase performance

Blokus Game Simulator | *Python*   June 2022
- Created an AI to play Blokus that utilizes several different algorithms to play moves in less than a frame
- Designed a GUI to provide an intuitive interface for human players to play the game and watch AI players

LEADERSHIP

Section Leader, Percussionist   September 2019 – Present
University of Michigan Percussion Studio and others
- 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