

William Schneider

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OBJECTIVE

To obtain a full time software engineering position in a creative and knowledge-sharing environment.

EDUCATION

The Ohio State University, College of Engineering, Columbus OH

B.S. Computer Science, Expected Graduation: *May 2023*

EXPERIENCE

Exxaverse | Software Developer

December 2021 - December 2022

- Designed, developed, and deployed a NextJS web application using Typescript and Tailwind.
- Defined software requirement specifications for testing non-fungible token (NFT) minting applications.
- Executed a product launch that produced \$75,000 in revenue from NFT sales.
- Adapted to overwhelming number of bot requests by pausing then scaling the system in live time.
- Presented technical aspects of the product to analysts at venture capital firms to secure over \$500,000 in investment.
- Collaborated with teams across business and technology to create full-stack functionalities.

NearLinker | Product Manager

May 2022 - August 2022

- Managed a team of two senior engineers leveraging Lean and Agile development methodologies.
- Created a plan to integrate Near blockchain into a game engine using NodeJS to connect multiple versions of Unreal Engine.
- Completed all milestones for the open-source project supported by grant funding.
- Designed and updated documentation based on community feedback.

Survivor | Research Assistant

May 2018 - August 2019

- Built the minimum viable product of an IOS app for a Cleveland Clinic cancer researcher.
- Assisted in planning the method of data collection for a research study to track the effects of exercise on treatment.

Kent State University | Science Intern

June 2017 - August 2017

- Developed an application to compile specific Twitter data into an excel spreadsheet.
- Reviewed code for a Naive Bayes model to predict the sentiment of each tweet.

PROJECTS

- **GPTBlogs**: NextJS web app using OpenAI to assist bloggers to write and publish content faster.
- **Image Runner**: Flask program that uses Google OCR to run the output of pictures of code.
- **Blendr**: React Native app to help build relationships between co-workers.
- **Peer Evaluation Tool**: Ruby on Rails web app to evaluate team members and presentations.
- **Library Media Manager**: SQL database with a list of queries for library management.

SKILLS AND ACTIVITIES

- JavaScript/TypeScript, Python, Java, C++, C, x86 Assembly, Swift, HTML, CSS, Ruby, Node.js
- Lean/Agile, Next.js, React, SpriteKit, Kubernetes, Docker, MongoDB, SQL, AWS, GDB, Git
- **Texnikoi Engineering Honorary** | Member | Participated in Monthly Service Events
- **OSU Running Club** | Team Member | Completed 2019 Columbus Marathon