William Gaul

Software Artist
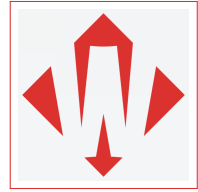
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Experience

May 2014 – Aug 2014
Software Development Engineer Intern, *Amazon Web Services*, Seattle.
- Created an internal operations dashboard to aid in service monitoring and troubleshooting
- Bootstrapped the design and production of an AWS service console

Jan 2013 – May 2014
Research Assistant, *Hawaii Computer-Human Interaction Lab*, Honolulu.
- Created a tool to allow for automated, remote collection of Twitter data
- Designed and coded user interface solutions for research in the political sphere

2008 – 2014
WillyG Productions.
- Maintained a successful game design YouTube channel, blog, and GitHub account
- Designed, programmed, and marketed the physics puzzler game *Never End*
- Worked on various projects with indie developers including Dominating Studios (*Critical Point: Incursion*), White Paper Studios (*Ether*), and More Polygons (*Grim*)

Education

Aug 2011 – Dec 2014
University of Hawai'i at Manoa, *Honolulu, Hawaii*.
- Regents Scholar and *summa cum laude*, 4.0 GPA
- BS in Information and Computer Sciences (ICS)
- Classes included software development, databases, algorithms, OS, HCI, and program theory

Jul 2007 – May 2011
Mililani High School, *Mililani, Hawaii*.
- Valedictorian, 4.16 GPA on 4.0 scale
- Mu Alpha Theta Honorary Association member
- Math Team and Science Club president, 2010-2011

Software Skills

Programming
Experienced: Python, JavaScript, Java, UnrealScript
Has used: CoffeeScript, Elixir, Erlang, Clojure, Go, LaTeX

Web
React, AngularJS, Flask, Node.js, AWS, Google App Engine, Meteor, Tornado

Databases
Amazon DynamoDB, BigTable, MySQL, SQLite, MongoDB

Game Design
Highly experienced with Unreal Development Kit (UDK) and the Unreal Engine
Other: LibGDX (Java), Phaser (HTML5), SDL (C++), Sparrow (iOS), OpenGL

Adobe
Photoshop, Illustrator, After Effects, InDesign, Premiere Pro, Flash

Preferences
Git, Sublime Text, Gulp