

William Gaul

Software artist

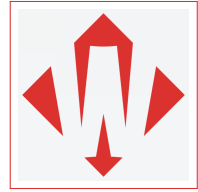
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Experience

Feb 2015 – **Senior Software Engineer**, *AWS Lambda*, Seattle.

Present ○ Tech lead for the Lambda management console and serverless developer experience

May 2014 – **Software Development Engineer Intern**, *AWS Lambda*, Seattle.

- Aug 2014 ○ Created an internal operations dashboard to aid in service monitoring and troubleshooting
- Bootstrapped the design and production of an AWS service console

Jan 2013 – **Research Assistant**, *Hawaii Computer-Human Interaction Lab*, Honolulu.

- May 2014 ○ 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 blog and YouTube channel
- 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 – **University of Hawai‘i at Manoa**, *Honolulu, Hawaii*.

- Dec 2014 ○ 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

Software skills

Programming **Experienced:** Java, JavaScript (Babel), Python, TypeScript

Has used: Clojure, Elixir/Erlang, L^AT_EX, Rust, UnrealScript

Web AWS, Node.js, React, serverless

Design After Effects, Illustrator, InDesign, Photoshop

Preferences Git, Sublime Text, coffee, Coke[®], spaces