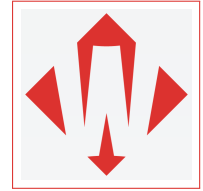


# William Gaul

Software Artist

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## Experience

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

- August 2011 – **University of Hawai‘i at Manoa**, *Honolulu, Hawaii*.
  - December 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
- July 2007 – **Mililani High School**, *Mililani, Hawaii*.
  - May 2011
    - 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, L<sup>A</sup>T<sub>E</sub>X
- Web Design React, AngularJS, Flask, Node.js, Google App Engine, Meteor, Tornado
- Databases 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