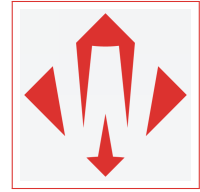


# William Gaul

*Software artist*

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📄 [willyg302.github.io](https://willyg302.github.io)



## Experience

- Feb 2015 – **Principal Front-end 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, Python, TypeScript  
**Has used:** Clojure, Elixir/Erlang, L<sup>A</sup>T<sub>E</sub>X, Rust, UnrealScript
- Web AWS, Node.js, React, serverless
- Design After Effects, Illustrator, InDesign, Photoshop
- Preferences Git, Sublime Text, coffee, Coke<sup>®</sup>, spaces