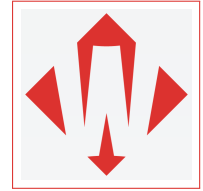


William Gaul

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: Elixir, Erlang, Clojure, Go, CoffeeScript, L^AT_EX
- 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