

# William J. Scott

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## **EDUCATION**

Bachelor of Science, Computer Science

California State University, Sacramento, CA, Expected December 2025

GPA: 3.8, Dean's Honor List, Member of ACM (Association of Computing Machinery)

### **Related Course Work:**

Data Structures and Algorithm Design

Software Engineering Principles

Database Management Systems

3D Graphics & Shader Programming

Web Programming

Object-Orientated Programming Java I & II

Computability and Formal Language

Computer Network Fundamentals

Statistics for Engineers

Computer Organization

## **TECHNICAL SKILLS**

**Languages:** Java, Python, C++, JavaScript, TypeScript, SQL, C, Assembly

**Frameworks/Libraries:** React, React Native, Expo, Node.js, OpenGL

**Tools:** GitHub, Git, Visual Studio/VS Code, JetBrains Toolbox, Ollama

**Environments:** Windows, Mac OS, UNIX, Linux

## **PROJECTS**

### **Mobile Medical Application (iOS/Android)** [github.com/DreamTeam131/Medical-App](https://github.com/DreamTeam131/Medical-App)

- Led 6-person engineering team to deliver full-stack healthcare mobile app implementing Agile methodologies and bi-weekly sprints to complete product backlog.
- Built responsive UI with React Native and Expo build tooling, enabling rapid prototyping and cross-platform testing across different devices.
- Implemented secure user authentication and database management through Supabase PostgreSQL integration.
- Developed RESTful API integration for protected health data storage, ensuring HIPAA compliance and data security.

### **MineSweeper OpenGL Game (Java)** [github.com/wsc0tt/MineSweeper](https://github.com/wsc0tt/MineSweeper)

- Developed a Minesweeper game in Java using OpenGL (LWJGL/GLFW) to explore advanced graphics programming techniques.
- Implemented a programmable rendering pipeline using custom shaders, gaining experience in shader compilation and GPU programming.
- Developed algorithms for efficient triangle rendering on the GPU, optimizing drawing performance.
- Utilized callback functions for user input handling and implemented texture loading and rendering for 100 custom tiles.

### **Portfolio Website** [wsc0tt.github.io](https://wsc0tt.github.io)

- Engineered a responsive portfolio website delivering seamless user experience across all devices through custom React component architecture and Vite build tooling.
- Designed and implemented a modern user interface that achieved optimal visual engagement by leveraging Tailwind CSS for custom styling and responsive design.
- Developed a fully functional contact system enabling direct client communication and automated email responses through EmailJS integration and form validation.