William J. Cohen

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Software Development Qualifications

- Fundamental understanding of foundations of computer science through academic achievement
- Fluent programming abilities in Java, C++, C, and Javascript through projects and coursework
- Web development skills in Javascript (Node and React) and HTML/CSS gained through internship experience
- Experience working both individually and in teams evidenced by collaborative and individual projects
- Strong ability to communicate in a business setting resulting from work experience in client service environments

Education

UNIVERSITY OF ROCHESTER   ROCHESTER, NY
Master of Science in Computer Science   **Anticipated May 2018**
- GEAR Scholarship program

UNIVERSITY OF ROCHESTER   ROCHESTER, NY
Bachelor of Science in Computer Science with a Minor in Business   **May 2017**
- GPA 3.83; Cum loude, highest distinction in computer science; Dean's List
- Business Manager of Computer Science Undergraduate Council (2016-2017)

AIT BUDAPEST   BUDAPEST, HUNGARY
Study Abroad Program   **Fall 2015**
- Courses in computer science and entrepreneurship
- First prize in the AIT App competition to create a mobile application for students

Software Development and Programming Experience

YODLE / WEB.COM   NEW YORK, NY
Software Engineer Intern   **Summer 2016, 2017**
- Full stack development in Java, Scala, Javascript, and SQL
- Experience setting up and expanding React and Node microservices
- Maintained and built new features as a member of the Lighthouse 360 engineering team
- Agile software development experience while working in a development team

AUTOMATIC DATA PROCESSING   ROSELAND, NJ
Application Developer   **Summer 2015**
- Internal employee portal web development in HTML, CSS, and Javascript
- Worked to update content management system for current and future web projects

Teaching Experience

UNIVERSITY OF ROCHESTER   ROCHESTER, NY
Data Structures and Algorithms Lab TA   **Fall 2016**
- Work through problems with students in labs and provide guidance on projects
- Grade and follow up on lab assignments and projects

Selected Computer Science Courses and Projects

Dynamic Language and Software Development, Design & Analysis of Efficient Algorithms, Programming Language Design and Implementation, Applied Cryptography, Mobile Software Development, IT Entrepreneurship, Computer Models and Limitations, Artificial Intelligence, Data Structures, Linear Algebra with Diff. Eq, and Discrete Mathematics

- **Multiplayer Game in Javascript:** Current web programming group project to create a working game server that fulfills CRUD. Server built using Node, sqlite, and socket.io.
- **Parallelization of Othello AI in C++:** Beginning with Othello AI, built a parallel version and a distributed version. Parallel built with thread pools, and distributed using open-mpi.
- **AIT App on Android:** Worked collaboratively with two classmates to create an app for students at the AIT program in Budapest. Our app won first prize in the competition.
- **Othello AI in C:** Developed an AI player of Othello that examined the board and calculated the best possible move in a time limited format, and then entered into a class competition