

William A Stevens V

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Objective

Undergraduate Computer Engineering major seeking co-op for Summer and Fall 2018.

Education

2015–2020 **BS Computer Engineering**, *Rochester Institute of Technology*, Rochester, NY, 3.51 GPA.

Skills

| | | | |
|----------------------|-----------------------------|--------------------------|-----------------------|
| Experienced | C, Linux, Python, Git, VHDL | Familiar | CCENT, OpenGL, OpenCV |
| Knowledgeable | ARM Assembly, Debugging | Actively Learning | OpenCL, CUDA, C++ |

Projects

January 2018 **Goddard - An Emotional Robot**, 🐙 github.com/goddard-bot.

- Oversaw integration of systems ranging from embedded software to public web interface.
- Led a team that created a robot capable of displaying emotions.
- Setup wireless communications between the robot and server.
- Created within 24 hours for CodeRIT's Brickhack 4 Hackathon.

Fall 2017–Spring 2018 **AFI - A Forth Interpreter**, 🐙 github.com/wastevensv/afi2c.

- Writing an interpreter for a stack based language in C.
- Designed to be easily ported to new hardware.
- Created unit testing framework for verifying correct functionality.

Summer 2017 **w832 Demonstration Emulator and Assembler**, 🐙 github.com/wastevensv/w832.

- Created an educational architecture based on the Manchester Small Scale Experiment Machine.
- Wrote a reference emulator in C with text user interface.
- Wrote an assembler in C for simplified creation of w832 programs.

Fall 2016 **Holographic Projection System**, 🌐 www.wasv.me/projects/holo/.

- Made a holographic game in which players must cooperate to hit floating cubes.
- Created application in C++ using OpenGL in order to render a 3D object on a reflective prism.
- Demonstrated at the 2016 Rochester Mini Maker Faire.

Work Experience

Summer 2017 **Handicraft Area Director**, *Treasure Valley Scout Reservation*, Rutland, MA.

- Responsible for Handicraft and STEM program for a Boy Scout and Cub Scout summer camp.
- Assisted in the creation of a permanent camp computer lab.
- Taught essential Python, C, and Bash programming skills to Boy Scouts.

Clubs and Leadership Experience

2015–Present **Computer Science House**, Rochester, NY.

Member of a student run technical organization with an emphasis on project based learning. Have produced multiple personal projects independently and in collaboration with other members.

2015–Present **RIT Launch Initiative**, *Responsible Engineer for Flight Software*, Rochester, NY.

Member of a team of students working toward launching a high power rocket to an altitude of 10,000 feet. Responsible for developing communication system for collecting and distributing telemetry data across a network.

2009–2017 **Boy Scouts of America**, Millbury, MA.

Star Scout of Troop 110. Held positions such as Webmaster, Scribe, and Patrol Leader. Participated in multiple community service projects. Remained active in the council as a staff member at Treasure Valley Scout Reservation.