William Svoboda

Computer Science Undergraduate

PROFILE

Phone Number
(210) 882-7873

Email Address
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LinkedIn
williamsvoboda

GitHub
disstillwill

SKILLS

Java
Proficient

Python
Familiar

C
Familiar

C#
Familiar

LANGUAGES

English
Native

Spanish
Conversational

AWARDS

Eagle Scout Award
Boy Scouts of America

October 2015

- Eagle Scout Project (reestablished Lee picnic area and trail system for West Point, NY)
- Coordinated over 40 West Point cadets, parents, and fellow Scouts

EDUCATION

Princeton University
Bachelor of Arts Computer Science

(September 2018 - May 2022)
3.14 GPA

Relevant Coursework: Object Oriented Software Development, Database Systems, Data Structures and Algorithms, Intro to Programming Systems

WORK EXPERIENCE

RGSR Technologies
Lead Developer

(June 2020 - Present)

- Develop novel web application using Flask and NLP to improve and visualize the research discovery experience
- Manage team of developers to implement application and realize product milestones
- Collaborate with executive and design teams to build feature roadmap and bring company vision to life

Real Talk Princeton
Contributor

(May 2020 - Present)

- Active contributor to student advice blog with over 68,000 questions collectively answered since 2013
- Selected after competitive application process to provide insight on academic and residential life beneficial for all Princeton students

Army ROTC
Cadet

(September 2018 - Present)

- Four-year Army ROTC national college scholarship recipient
- Mentor and lead assigned squad of 5-10 cadets
- Engage in intensive physical and leadership training daily

West Point Department of Chemistry and Life Science
Intern

(July 2017 - June 2018)

- Automated ELISA tests for research detecting biomarkers responsible for osteoarthritis using programmable Eppendorf workstation, saving hundreds of man-hours
- Created lab equipment with 3D printer that could hold previously incompatible test tubes
- Digitized post-surgical questionnaire process for surgeons and patients used in the lab's research

PROJECTS

Shadow Defend
https://github.com/disstillwill/SWEN20003-S1-2020-Project-2

June 2020

- Tower defense game developed in Java as a capstone project while studying abroad at the University of Melbourne
- Designed UML and implemented game using object-oriented principles

Lucid
https://github.com/disstillwill/Lucid

June 2019

- First-person platformer created in Unity as part of the **Princeton Summer Programming Experience's** 2019 cohort
- Implemented player logic, audio system, and level design