

# William Svoboda

Computer Science Undergraduate

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**in** williamsvoboda

**g** disstillwill

## EDUCATION

### Princeton University

(September 2018 - May 2022)

**Bachelor of Arts** Computer Science

3.14 GPA

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

## WORK EXPERIENCE

### RGSR Technologies

(June 2020 - Present)

Lead Developer

- 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

(May 2020 - Present)

Contributor

- 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

(September 2018 - Present)

Cadet

- 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

(July 2017 - June 2018)

Intern

- 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

June 2020

<https://github.com/disstillwill/SWEN20003-S1-2020-Project-2>

- 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

June 2019

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

- 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

## AWARDS

### Eagle Scout Award

October 2015

Boy Scouts of America

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

## LANGUAGES

### English

Native

### Spanish

Conversational

## SKILLS

### Java

Proficient

### Python

Familiar

### C

Familiar

### C#

Familiar