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Will Kuglen

Education

The University of Texas at Austin
August 2015 – December 2019
B.S. in Computer Science
B.F.A. in Design
GPA: 3.65

Skills

Computer Science

Experience in:

Scala

Java

Git

C/C++

Python

Ruby (Rails)

HTML/CSS

Familiar with:

JavaScript (ReactJS)

Swift

Android

Processing

MatLab

x86 Assembly

Arduino

Basic Circuitry

Unity 3D & C#

Design

Experience in:

Illustrator

InDesign

After Effects

Photoshop

Autodesk Fusion 360

Rhino

3DS Max

Experience

Software Development Intern at Spiceworks, Inc.
Austin, TX, May 2019 – August 2019

Co-created and co-led a security community of practice. Tested, verified, and prioritized security vulnerabilities submitted through HackerOne using tools like Burp Suite. Helped maintain a large Ruby on Rails web application. Worked on AAA (authentication, authorization, and accounting) solution for the web application and other products. Investigated alternative OAuth solutions and made suggestions to the business.

Software Development Intern at Spiceworks, Inc.
Austin, TX, May 2018 – August 2018

Built and deployed a service in Scala that provided real-time data for ad targeting using Redis caching and DataDog monitoring. Designed and performed load testing on that service. Created an AWS lambda in Scala that scrubbed data stored in S3 and created a giter8 template for AWS lambdas. Wrote build definitions using sbt.

Designer at IBM Design
Austin, TX, August 2017 – December 2017

Actively practiced IBM's design thinking methods for human-centered design. Investigated and defined the problem space in the industrial washing machine industry. Designed balanced business and user oriented solutions for the industry, saving time and thousands of dollars in machine maintenance.

Intern at Epic Software Group, Inc.
The Woodlands, TX, June 2017 – August 2017

Constructed an interactive oil rig with a rotational 3D model viewer in Unity 3D with WebGL and C#. Optimized and reduced polygons in 3D models using 3DS Max. Explored photogrammetry and designed a workflow for creating the models efficiently. Developed a website for locating/viewing photogrammetry models of public statues using the Sketchfab and Google Maps APIs.

Intern at Junichiro Kono Laboratory at Rice University
Houston, TX, June 2014 – August 2014

Projects

Whim: Programmed a terminal-based text editor in C with the ability to create, read, and edit files

PintOS: Built an operating system in C that emphasizes threads, user programs, virtual memory, and file systems

Heads-Up-Display: Designed and constructed a small information display that does not obstruct the field of view using Python and a Raspberry Pi Zero

Eye Control Computers: Used basic computer vision to create a program that was able to detect faces and eyes with the intention of tracking eye movement for computer accessibility purposes