

# William O'Connell

william@williamoconnell.me | <https://williamoconnell.me>

## Experience

---

### **Software Developer**, *Hexagram*, October 2019–Present

- Created authoring tools for multi-platform interactive experiences using NodeJS and Web Components. Used this tooling to deliver several client projects.
- Worked on chatbot systems, programmatic video compositing, location-based gaming, etc.

### **Web Developer**, *George Mason University Flood Hazards Research Lab*, 2018–2019

- Built web application to display data and send text/email alerts about flood risks (iflood.vse.gmu.edu)
- Improved workflow and data accessibility by migrating systems to AWS

### **Web Development Intern (Paid)**, *New Target*, June–August 2017 and June–August 2018

- Built and maintained production Drupal and WordPress sites for nonprofits and government organizations
  - Scholarship Fund of Alexandria (alexscholarshipfund.org)
  - Duke University SciPol (scipol.duke.edu)
- Wrote custom Drupal modules to integrate with 3<sup>rd</sup> party APIs and add features

## Education

---

### **Class of 2023**, *Miami University (Oxford, OH)*

- Computer Science Major
  - Data Structures, Algorithms
  - Systems I & II
- Interactive Media Studies Minor

### **Class of 2019**, *Thomas Jefferson High School for Science and Technology*

## Skills

---

- Full stack web development
  - Proficient in JavaScript and Python (also worked with Java, C++, PHP)
- Hosting/deployment
  - Experience building on AWS (EC2, S3, DynamoDB, Lambda)
  - Docker, Terraform
- Graphic design and video production
  - Adobe Photoshop/Illustrator, Blender, Affinity Designer, DaVinci Resolve
- Developed and published 10+ games for web/mobile
  - Creator of real-time alternate reality game Subtext (subtextgame.com) which interacts with players through SMS, email, and phone calls
- Amateur magician