

WILLIAM SAULNIER

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SUMMARY

I am an engineer, transforming ideas and blue sky into products and apps. I've launched Android apps, built popular websites, worked on massive scale projects, and started a small hacker collective. I'm a chef, a skier, and an avid traveler. I see the world as something we can shape through the code we write, the things we dream, and the products we make. If you agree, let's build something together.

EDUCATION

Franklin W. Olin College of Engineering

Electrical and Computer Engineering 2016

Tohoku University

Junior Year Program in English -Fall 2014 Engineering

EMPLOYMENT

Riot Games

Santa Monica, CA

Esports Web Dev Intern

May 2014 to Aug 2014

Designed and built from the ground up an internal webapp to track viewership across 20+ streaming channels and multiple providers. Architected an Ember based "streaming theater" experience including live statistics and social feeds to enhance the viewership experience for millions of fans during the League of Legends World Championships

Musey

Boston, MA

Web Development Intern

Oct 2013 to Dec 2013

Working with Ruby on Rails and SQL to build the backend serving the website and mobile app for Musey, an art app which connects art festival goers with their favorite works.

Executive Office of the President

Washington, DC

Software Engineering Intern

May 2013 to Aug 2013

Built, maintained, and supported various internal software applications designed to improve current procedures and transition to paperless processes through the Office of Administration. Designed and implemented a brand new database schema for the Consumer Product Safety Commission's Recalls API. Worked alongside experienced developers while maintaining the We the People site and coding new modules for the Drupal install powering the website.

Franklin W. Olin College of Engineering

Needham, MA

IT Help Desk

Oct 2012 to Current

Responsible for supporting the hardware and software used by the students, faculty, and staff, including user troubleshooting, hardware repairs, audio/visual event support, and asset management.

Tohoku University

Sendai, Japan

JYPE Researcher

Oct 2014 to Jan 2015

Worked alongside Hirohito Yamada researching uses for the Raspberry Pi computer system in managing remote renewable power generators. Researched and developed code to both monitor and report the current status of the machine, culminating in a poster presentation and abstract delivery at the end of the program.

PROJECTS

WardScore

A PHP based web-app built on top of the Riot Games APIs to calculate how often players of League of Legends ward, and ranking them based on that statistic. With over six million unique users tracked, the site is now a key part of any summoner's toolkit.

Dgr_dr

A Python based web-app built for YHack 2013. An investigation of non permanent image sharing, users upload pictures to the service that are slowly corrupted every time they are viewed by someone else.

Costly

An Android app built for MobileProto 2013. Helping individuals realize the costs of expensive items by putting it into terms that they understand, such as train tickets, stuffed animals, or new video games.

DropPoint

An Android app built for MHacks 2013. Based off of dead drops, geocaching, and sneakernet communications, users upload files attached to locations instead of to URLs, and users can stumble upon the files while they explore their world around them.

SKILLS

PROGRAMMING: Javascript, Node.js, Ember, HTML5/CSS3, MySQL, MongoDB, PHP, Git, Python, Java, Matlab, Android Development, Raspberry Pi