

**Jason Williams**  
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## EDUCATION

University of Utah, Salt Lake City, Utah  
**BS/MS Computer Science**, Expected Graduation in December 2010  
GPA: 3.973

## RELATED COURSEWORK

Databases	Software Practice
Algorithms and Data Structures	Computer Systems
Parallel Programming	Introduction to Graphics
Web Software Architecture	Programming Challenges
Compilers	Artificial Intelligence

## ACADEMIC PROJECTS

Wrote a compiler for a subset of Java called MiniJava (Spring 2010)  
Created an Xbox Live Independent Game “Glimpse of Evil” (Fall 2008 – Summer 2009)  
Created a ‘forum’ type website in ASP.NET with registration and security features  
Wrote a simple ray tracer in C++ (Spring 2009)  
Experience with XNA, C#, and Xbox 360 (Spring 2008)

- Recreated games such as Tetris, Pong, and Pac Man

Programmed chat client in C++ (Fall 2007)  
Worked on Half Life 2 mod (Fall 2007)

## RELEVANT EMPLOYMENT HISTORY

Microsoft	Redmond, Washington
Software Development Engineer Intern	May 2010 – August 2010
<ul style="list-style-type: none"><li>• Worked on Xbox Live Platform team</li></ul>	
Electronic Arts	Salt Lake City, Utah
Software Engineer Intern	May 2009 – August 2009
<ul style="list-style-type: none"><li>• Helped ship my first title: “Nerf N-Strike Elite” for the Wii</li><li>• Focused on in-game GUI and audio but covered many aspects of the project</li><li>• Wrote a debugger for the game’s scripting system to help test and fix scripts</li></ul>	
Computer Science Department, University of Utah	Salt Lake City, Utah
Teaching Assistant	August 2007 – Present
<ul style="list-style-type: none"><li>• Host labs and reviews and grade assignments and exams for beginning Java , C#, and ActionScript 3.0 programming for 20-50 students</li></ul>	
Research Assistant	January 2009 – May 2009
<ul style="list-style-type: none"><li>• Work on Formal Verification of concurrent programs using MPI</li></ul>	

## SKILLS AND QUALIFICATIONS

**Software:** C, C++, C#, and Java programming with an emphasis on Object Oriented principles, experience programming for the Xbox 360, Wii, and Windows Phone 7, ActionScript 3.0 and Flash, SQL, OpenGL, JSP and Servlets, ASP.NET, Windows and Linux Operating System experience, TCP/IP Networking, HTML, XML, IA32(x86) assembly, HLSL, MPI, CUDA

**Foreign Language:** Greek (oral and written)

## AWARDS AND MEMBERSHIPS

Third place ACM-ICPC regional programming competition 2008

Presidential Scholarship 2006- Present

Valedictorian of Lone Peak High School 2004

First place winner ACM high school programming competition 2004

Sterling Scholar state finalist in Computer Technology

Eagle Scout