

William Teder

Full-Stack Software Developer

wteder@hydreon.com

github.com/williamtdr

williamtdr.com

WORK HISTORY

Microsoft Corporation

Summer 2017 (June 26 - Aug 29)

Mixer Team - Developer Intern

Learned to collaborate on a large team following a formal engineering process. Containerized service stack, created a new backend API, and wrote fixes for site frontend. Demoed containerization setup, functionality and advantages through a presentation.

Hydreon Corporation

Starting July 2013

Lead Software Developer, Lifeboat Network

Co-founded the first competitive Minecraft PE game server network. Spanned 300 physical machines in two datacenters, serving a player base of twenty million. Maintained the game server software, custom plugins, APIs, and custom loadbalancer. PHP and MySQL, Docker, Ansible and AWS services were key tools in creating the infrastructure.

Bloomington Public Schools

Nov 2014 - June 2015

Student Developer Intern

Created a new mobile app designed for students and parents, providing useful information like lunch menus, upcoming events, and a staff directory. Developed a scheduling application for students to manage a flexible period, with a teacher approval system and data exporting.

ACTIVITIES



FTC Robotics

6 years · Team Co-Captain & Dev



CodeDay

10 winning projects · Mentor



AP, Honors & Dual Enrollment

Attended college classes full-time in last year of HS.

LANGUAGES

Javascript

14 projects



PHP

8 projects



Java

4 projects



SELECTED OTHER PROJECTS

TOTEM

Music community site where users take turns picking songs for a virtual room.

LABYRINTH14

Two-player multiplayer maze game, with one laying traps and the other navigating the maze.

ANIMATCH

Interprets emotional value over the course of a song and creates a music video automatically.