

William Teder

Full-Stack Software Developer

wteder@hydreon.com

github.com/williamtdr

williamtdr.com

SUMMARY

Developer with extensive experience building and scaling backend solutions in the games industry. Seeking an internship during Summer 2018 which builds from my skill set while being challenging and educational.

EDUCATION

Studying Computer Science at the University of Minnesota. Expected graduation in May 2020.

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. Project took testing a service from ten minute deploy times to instant on your machine.

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

12 teams led · Mentor & Organizer

LANGUAGES

Javascript

■■■■■■■■■■ 14 projects

PHP

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Other

Experience with Java, Python, C++, and Go.

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.