

William Teder

Full-Stack Software Developer

me@williamtdr.com
github.com/williamtdr
williamtdr.com

WORK HISTORY

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 over ten million players and forty-seven thousand concurrently. Maintained the game server software, custom plugins, database and API endpoints, and custom loadbalancer. Used Route 53, Docker, Ansible, and PHP.

Bloomington Public Schools

Nov 2014 - June 2015

Developer, Multiple Projects

Designed and developed a new mobile app for students and parents. Displayed upcoming events, lunch menus, and staff directories. During the second trimester, created a scheduling application for students' flexible time. Allowed students to select a place to go when not selected by a teacher, and describe what they were going to work on.

StudentRND

Feb 2016 - Current

Student Volunteer

Help to organize and improve CodeDay, a nationwide event to get middle school through college aged students interest in coding.

OTHER ACTIVITIES



FTC Robotics

5 Years · Co-Captain, Lead Dev



CodeDay

7 Events · 6 Awards · 5 Teams



AP, Honors & Dual Enrollment

18 Courses · Senior Year @ JHS

LANGUAGES

Node.js

8 projects



PHP

8 projects



Static HTML

4 projects



SELECTED PAST PROJECTS

TOTEM

A music community site, where users take turns picking songs for their group.

IOWA

A stats website for League of Legends players, created for a Riot API challenge in Node.js.

HARMONY

Provides a dashboard controlled by Amazon Alexa with YouTube, Search, Calendar, and Mail.