

# William Teder

Full-Stack Software Developer

[wteder@hydreon.com](mailto:wteder@hydreon.com)

[github.com/williamtdr](https://github.com/williamtdr)

[williamtdr.com](http://williamtdr.com)

## SUMMARY

Developer with extensive experience building and scaling backend solutions in the games industry.

## EDUCATION

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

## WORK HISTORY

### Microsoft Corporation

Summer 2017 & 2018 (High School Intern and Explore Intern · 12 weeks)

### Mixer & Modern Deployment Teams, 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. Took testing a service from ten minute deploy times to instant on your machine. As an Explore Intern, optimized device provisioning using local resources in place of network.

### 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, APIs, and custom loadbalancer and plugins. 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 information like lunch menus, upcoming events, and a staff directory. Made a scheduling app for students to manage a flexible period.

## ACTIVITIES



### FTC Robotics

6 years · Team Co-Captain & Dev



### CodeDay

12 teams led · Mentor & Organizer

## LANGUAGES

### Javascript

■■■■■■■■■■ 14 projects

### PHP

■■■■■■■ 10 projects

### 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.