

# William Hayward

SOFTWARE DEVELOPER

☎ (+61) 435 251 674 | ✉ WillHayCode@gmail.com | 🏠 willhaycode.com | 📱 WillHayCode

## Education

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### University of Queensland

*Brisbane, Australia*

BACHELOR OF INFORMATION TECHNOLOGY · SOFTWARE DESIGN

*July 2014 - May 2020*

- UQ Employability Award Recipient
- Paul Gampe Prize for Best Open Source Project in the 2016 UQ Innovation Showcase
- UQ Writers Club Social Media Manager, 2015; President, 2016-17
- UQ Mafia (Social Club) Founder and President, 2016-2017

## Work Experience

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### Blue Beard Entertainment

*Coral Springs, Florida*

CONTRACTOR

*Since 2015*

- App Development
- In-House Utility Development

### Shaver Shop

*Brisbane, Australia*

SALES ASSISTANT

*June 2019 - January 2020*

- Responsible for the sale of mid to high end dental devices and body grooming accessories

### Junior Engineers

*Brisbane, Australia*

HEAD TEACHER

*July 2019 - September 2019*

- Responsible for teaching basic programming to groups of up to 20 children

### University of Queensland Union (UQU)

*Brisbane, Australia*

SEMPER FLOREAT NEWSPAPER EDITOR

*January 2018 - December 2018*

- Website Management (WordPress)
- Article Writing and Editing

### Code Camp

*Brisbane, Australia*

HEAD TEACHER

*April 2017 - September 2017*

- Responsible for teaching basic programming to groups of up to 30 children
- Worked with camp managers and teaching assistants

## Skills

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<b>Programming</b>	JavaScript, TypeScript, Python, C/C++, Java, Node.JS, PHP, C#
<b>Web</b>	HTML5, CSS, MEAN Stack, LAMP Stack, Apache, Nginx, WebSockets, Wordpress
<b>Software</b>	Windows, MacOS, Linux, Microsoft Office, Vim, LaTeX

## Projects

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### Deadname Remover

<https://bit.ly/3eDghG2>

REMOVES THE DEAD NAMES OF TRANSGENDER INDIVIDUALS FROM THEIR WEB BROWSERS

*Since March 2018*

- Published on the Mozilla Firefox and Google Chrome web stores
- Over 15k users and more than 100 five-star reviews
- Technologies used: JavaScript

### French Toast

<https://FrenchToastGame.com>

A BROWSER BASED ONLINE MULTIPLAYER GUESSING GAME CREATED TO SUPPORT A BOARD GAME KICKSTARTER

*April 2020*

- Online multiplayer through Lipwig networking platform
- Thousands of games played
- Technologies used: TypeScript, WebSockets (Lipwig)

## The Social Dial

<https://bit.ly/2Ba2t7d>

INTERFACING WITH MODERN SOCIAL MEDIA THROUGH ANALOG TECHNOLOGY

May 31st 2018

- Interfaced a USSR telegraph key to Twitter and a 1985 dial phone to Facebook
- Exhibited at the State Library of Queensland, May 2018; UQ Innovation Showcase, October 2018
- Technologies used: Arduino, C, Python, JavaScript, NodeJS, WebSockets

## Lipwig

[npmjs.com/package/lipwig](https://npmjs.com/package/lipwig)

ROOM-BASED MESSAGE SERVER

Since April 2017

- Designed for development of room based social games
- Developed to act as Platform as a Service (PaaS) message server
- Available on npm
- Technologies used: TypeScript, NodeJS, WebSockets

## Coaster

[github.com/UQdeco2800/coaster](https://github.com/UQdeco2800/coaster)

ACTION PLATFORMER

August 2016 - October 2016

- Java project with 60 person development team
- Responsible for procedurally generated terrain and object layering system
- Extensive unit test coverage
- Technologies used: Java, JUnit, Gradle

## Crowd9

*Not Released*

SOCIAL MOBILE GAME

November 2015 - August 2016

- Room based social game for web and mobile platforms
- Cross platform codebase
- Functioning micro-transaction system
- Technologies used: JavaScript, WebSockets, Cordova

## Turrets

[github.com/WillHayCode/Turrets](https://github.com/WillHayCode/Turrets)

2D TOWER DEFENCE PLATFORMER

December 2016

- Originally developed using Coaster engine
- Redeveloped with LibGDX Framework
- Technologies used: Java, LibGDX

## References Available On Request

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