Billy Stevens

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🐙 github.com/wasv • in linkedin.com/in/wasv

Work Experience

8/2022 - 6/2023   **Senior Software Engineer**, *Bryx Labs*, Rochester, NY
Prototyped potential hardware and software solutions for first responders.
Worked on a small team collaborating on a diverse set of products.
Projects included supporting real-time, safety critical devices from concept to deployment.

6/2021 - 7/2022   **Software Automation and Testing Engineer**, *Council Rock*, Rochester, NY
Worked on a small team of engineers developing Industrial IoT solutions.
Responsible for creating hardware and software solutions to optimize development.
Designed and developed an automated product testing system for hardware manufacturing.

7/2020 - 9/2020   **Engineering Co-Op**, *Council Rock*, Rochester, NY
Created test automation software for running integration tests on remote devices.

5/2019 - 12/2019   **Software Engineering Co-Op**, *D3 Engineering*, Rochester, NY
Primary software developer for two customer facing computer vision projects.

5/2018 - 12/2018   **Systems Engineering/Applications Intern**, *Allegro MicroSystems*, Manchester, NH
Reduced time necessary to evaluate new products by developing automated testing system.

Projects

Spring 2018   **AFI - A Forth Interpreter**, 🐙 *github.com/wasv/afi2c*
Wrote portable, extendable interpreter for the Forth programming language.
Created as a personal project to self-teach programming language concepts.
Developed unit testing framework for verifying correct functionality.

Summer 2017   **w832 Demonstration Emulator and Assembler**, 🌐 *www.wasv.me/projects/w832*
Created an educational architecture based on a computer from 1948.
Wrote reference emulator in C with a text based state visualization.
Wrote specialized assembler for simplified creation of programs.

Fall 2016   **Holographic Projection System**, 🌐 *www.wasv.me/projects/holo*
Made a holographic game in which players cooperate to hit targets.
Used OpenGL framework to render 3D object on a floating prism.
Presented finished project at 2016 Rochester Mini Maker Faire.

Additional Volunteer Experience

2015-2021   **Computer Science House**, 🌐 *csh.rit.edu*
Prior member of student run living learning community.
Strong focus on teaching technical skills in social environment.
Continued involvement as an alumni to provide resources and mentorship.

2015-2018   **RIT Launch Initiative**, 🌐 *www.wasv.me/projects/launch*
Prior member of multidisciplinary team for high power rocket development.
Responsible for developing ground control data collection system.
Developed specialized software to integrate with InfluxDB and Grafana for data analysis.

Summer 2017   **Handicraft Area Director**, *Treasure Valley Scout Reservation*, Rutland, MA
Responsible for Handicraft and STEM program for a Scouting summer camp.
Taught essential Python, C, and Bash programming skills to Boy Scouts.
Assisted in planning and running campwide activities.

Education

Spring 2021   **Individualized Studies**, *Rochester Institute of Technology*, Rochester, NY
Core focus on Digital Logic and Software Development, with a minor in Music Technology.