

William Dorry

(760) 208-9802 | productionbywilly@gmail.com | [linkedin.com/in/william-dorry](https://www.linkedin.com/in/william-dorry) | github.com/ProductionByWilly

EDUCATION

California State University, San Marcos

May 2026

B.S. Computer Information Systems — GPA: 3.87 | Magna Cum Laude

San Marcos, CA

- **Relevant Coursework:** Data Structures & Algorithms, Computer Systems Analysis & Design, Operating Systems, Database Systems, Computer Security, Networking

TECHNICAL SKILLS

Languages: Java, C++, Python, SQL, JavaScript, TypeScript, PHP

Frameworks & Libraries: React, Next.js, FastAPI

Web: HTML5, CSS3

Database: MySQL, Relational Schema Design

Tools & Platforms: Git, GitHub, VS Code, Figma, GitHub Actions

Concepts: Data Structures, OOP, SDLC, UML, Systems Analysis, REST APIs, Prompt Engineering

WORK EXPERIENCE

Handshake

January 2026 – Present

AI Training Contractor (Project Hedgehog, Project Hydra)

Remote

- Performed data labeling and annotation to build high-quality training datasets for model fine-tuning
- Engineered and refined prompts to guide model behavior and improve output quality
- Conducted iterative model evaluation cycles, providing structured feedback on correctness, safety, and alignment
- Collaborated remotely on a fast-paced AI research workflow supporting training and evaluation pipelines

The Home Depot

June 2022 – December 2024

Sales Associate

Oceanside, CA

- Provided technical product consultation and generated custom order estimates
- Coordinated large orders and logistics while maintaining high customer satisfaction

TECHNICAL PROJECTS

Academic Insights Dashboard | *JavaScript, HTML, CSS, IndexedDB, GitHub Actions*

2026

- Developed offline-first web application to analyze academic progress using browser-based storage (IndexedDB and localStorage)
- Implemented CSV import pipeline with validation, column mapping, and data normalization for structured student datasets
- Designed client-side dashboard with filtering, sorting, and risk analysis using aggregation logic and dynamic DOM rendering
- Built modular front-end architecture and automated CI/CD workflows using GitHub Actions for testing and deployment

Multiplayer RPG — UDP Networking Project | *Python, UDP Sockets, JSON*

2026

- Designed and implemented a client-server multiplayer RPG using raw UDP socket programming in Python 3
- Engineered a custom JSON datagram protocol with 10 message types supporting authentication, combat, state sync, and avatar transfer
- Built a 5-layer modular architecture separating network I/O, game logic, protocol handling, data models, and utilities
- Implemented stateful game logic including combat resolution, stat validation, and persistent state management via JSON file storage
- Handled binary avatar file transfer using base64 encoding/decoding within UDP payloads

AI-Integrated Task Manager | *Next.js, React, TypeScript, FastAPI, DeepSeek API*

2025

- Developed full-stack task management application with AI integration using Next.js (React) and FastAPI
- Integrated LLM (DeepSeek API) to automate task creation, editing, and prioritization using structured prompt engineering
- Implemented CRUD operations with nested subtasks, scheduling logic, and calendar-based task organization
- Built REST API endpoints and handled JSON parsing, validation, and error handling for AI-driven workflows