

Bryce S. Willey

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6123 Wakeforest
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EDUCATION **Rice University**, Houston, Texas GPA: 3.98
MS in Computer Science expected September 2018

BS in Computer Science, Magna Cum Laude 2017
BA in Visual and Dramatic Arts, Magna Cum Laude 2017
President's Honor Roll Fall 2016, Spring 2016, Fall 2015, Fall 2014, Fall 2013

WORK EXPERIENCE Student Researcher
Rice University Kavraki Lab Summer 2017-Present
Advisors: Lydia Kavraki, Mark Moll

- Research focused on comparison of robotic path planning methods.
- Implemented Optimization-based Planner (TrajOpt) in OMPL
- Created a general ROS RL environment using OpenAI's Gym

Software Engineer in Tools and Infrastructure Intern 12 weeks Full Time
Google (Zurich, Switzerland) Summer 2016

- Designed and implemented a web UI to dynamically compute, display, and highlight testing coverage data over Angular 2 Dart projects

Software Engineer in Tools and Infrastructure Intern 12 weeks Full Time
Google (Boulder, CO) Summer 2015

- Developed a tool that uses Continuous Integration data to determine if a category of tests fail disproportionately
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SKILLS AND TOOLS *Programming Languages:* C++ (fluent), Python (proficient), Java (fluent),
Libraries: ROS, MoveIt!, OMPL

COURSEWORK Optimization Theory, Computer Vision, Artificial Intelligence, Algorithmic Robotics

PERSONAL PROJECTS Bodhi: 2-D Platforming Video Game for Mac and Linux Spring 2017

- Github Link: <https://github.com/BryceStevenWilley/JTTW>
- Lead Developer, co-wrote level editor

AWARDS AND HONORS Rice Computer Science Graduate Research Fellowship 2017-2018
Louis J. Walsh Scholarship in Engineering Fall 2016
Rice Engineering Alumni Award Winner Spring 2016
2nd Place in Owl Open Startup Competition Spring 2015