William Acosta

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EDUCATION

Bachelor of Arts in Computer Science

Macalester College, St. Paul, MN

Minor: Data Science

Relevant Coursework: Object Oriented Programming & Abstraction; Computer Science & Social Justice; CodePath

Intermediate Technical Interview Prep

SKILLS

Computer Skills: Python, Java, R, HTML, JavaScript, and, CSS **Language:** Fluent in Spanish and English; high-intermediate in French

RELEVANT EXPERIENCE

Incoming Software Engineer Fellow, Headstarter AI, Long Island, NY

July 2024-Present

Expected May 2027

GPA: 4.00/4.00

- Engage in a 7-week intensive software engineering fellowship with 5-weekend hackathons and build 5 AI projects.
- Develop a project to meet a startup's business requirements from their backlog using JS libraries and OpenAI API.
- Enhance practical experience in software development and project management within a team of scholars.

Computer Science Research Assistant, Macalester College, St. Paul, MN

May 2024-Present

- Develop online open-source research materials using HTML, JavaScript, and CSS.
- Design assessment tools to measure computational literacy among marginalized communities in the Twin Cities.
- Conduct literature reviews, data analysis, and support community outreach efforts for career development.

Computer Science Preceptor, Macalester College, St. Paul, MN

January 2024-Present

- Instruct over 60 students from diverse backgrounds on OOP, Abstraction, and GUI modules in Python.
- Assess and grade student assignments, providing constructive feedback, increasing course productivity by 15%.

Teacher Assistant, Horace Mann School, St. Paul, MN

August 2023-May 2024

- Collaborated with educators for 8 hours weekly, supporting over 80 students aged 6 to 11.
- Prepared inclusive computer science and math course materials to foster a supportive learning environment

LEADERSHIP

Co-Founder, Voices in STEM Macalester SACNAS Chapter, Macalester College, St. Paul, MN August 2023-Present

- Direct the first BIPOC STEM student organization at Macalester College.
- Organize workshops, professional development events, and socials, promoting inclusivity for over 60 members.

PROJECTS & HACKATHONS

OOP Group Project: Developed a de-make "Plant vs Zombies" game in Java using OOP principles, graphics, and interactive gameplay.

CS&SJ Inclusive Group Project: Developed an app prototype called "Poliarity" using Figma. The app aims to provide inclusive education about the American political system with future plans for deployment with Swift.

DataFest Hackathon: Participated in DataFest Hackathon, winning Best Diversity of Exploration for human-centered data analysis using R. Explored improving student success in online stats curriculum through developing innovative models.

AWARDS

- Google Latinx Student Leadership Summit 2024 Alumnus
- CodePath Emerging Engineering Series Conference Attendant
- QuestBridge National College Match Scholarship Recipient