

William R. Cronin

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EDUCATION

Master's of Science: Computer Science | Georgia Institute of Technology – Atlanta, Ga May 2025
Specialization: Interactive Intelligence | GPA: 3.5
Bachelor's of Science: Electrical and Computer Engineering | Rowan University – Glassboro, NJ May 2020
Minor: Computer Science | Concentration: Honors Studies | GPA: 3.59 / 4.0, Dean's List

TECHNICAL SKILLS

Languages: Python, Java, Typescript, C#, JavaScript, C++
Software/Applications: Docker, npm, Kafka, RHEL8/Linux Systems, Jenkins, JIRA, Git, Gitlab, VMWare

WORK EXPERIENCE

Software Engineer December 2021 – Present
Innovative Defense Technologies | Mount Laurel, NJ

- Architected a scalable Python automation pipeline for anomaly detection and requirement verification across 100K+ test cases, accelerating release confidence and reducing manual validation effort.
- Built Typescript frontend for a new AI-focused project for generating test data. Focused on design of the user interface as well as endpoints to retrieve data from the python backend. Code repo put through CI/CD via Jenkins pipeline.
- Initiated development of frontend code for data plotting and visualization on a new product using Javascript. Assisted in full stack development of calling REST endpoints to retrieve data.

Systems Engineer - Associate Member Engineering Staff June 2020 – October 2021
Lockheed Martin - Rotary Mission Systems | Moorestown, NJ

- Worked on U.S. Government contracts for naval class ship systems. Primarily focusing on developing the displays for the operators and working with software engineers to solve bugs or issues in a lab environment.
- Developed systems such as mission planning, hardkill/softkill, and ballistic missile defense. Testing system using a Linux environment and automation scripts.

Systems Engineering Intern May 2019 – August 2019
Innovative Defense Technologies | Mount Laurel, NJ

- Interned for a federal contractor working on Department of Defense (DoD) contracts.
- Programmed software solutions for DoD contracts frequently using Java and Python. Utilized applications such as Docker and Git. Refurbished a classifier for radar images using image processing to filter noise.

SELECTED TECHNICAL PROJECTS

Trading Algorithm - ML4T November 2023

- Undertook the development of a stock trading algorithm that utilized an AI strategy (QLearning) to optimize the buying and selling of stocks in Python
- Designed and implemented a Q-Learning trading agent in Python to detect and act on profitable patterns — skills transferable to detecting abusive behavior patterns.

Raven's Progressive Matrice Solver - KBAI September 2021 - December 2021

- Built a computer vision system to solve abstract reasoning problems using Python and AI techniques; emphasized pattern recognition and symbolic understanding applicable to adversarial input analysis

Caila - Video Game Design January 2023 – May 2023

- Created a short video game in a team of 4 as a semester-long project for a video game design graduate class.
- Maintained a strict schedule and weekly meetings as the group's scrum master.
- Coded game interactions and mechanics in C#. Created procedural generated terrain and collaborated using git version control.

LEADERSHIP

Rowan IEEE Executive Board – Vice President January 2017 – December 2019

- Managed the Rowan University Student Chapter consisting of over 100 active members and a budget of \$26,000.
- Reinvented and led the mentorship program where we try to increase freshman involvement in the club. Planned activities such as guest speakers, workshops, and tutoring.
- Directed the planning committee for the annual hackathon, Profhacks, with over \$15,000 in funding. Assisted with concepts for apparel and worked on the marketing team by doing social media campaigns.