

# William J. Gushée

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## EDUCATION

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**University of Michigan - Ann Arbor**, B.S.E. in Computer Science *Summa Cum Laude*

2020 – 2024

Activities: WolverineSoft, The Michigan Daily, Institute for Study Abroad, Michigan Men's Rowing Team

## WORK EXPERIENCE

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### Space Ground System Solutions

Alexandria, VA

Software Engineer I

August 2025 - Present

- Technical program lead for a government-sponsored continuity-of-operations project, designing and implementing a hybrid cloud antenna network broker in AWS GovCloud to serve as a backup Network Operations Center (NOC) for a 2027 satellite launch
- Serving as primary technical liaison to government PMO, coordinating requirements, system design, integration efforts, and delivery timelines; participating in sponsor demos, technical reviews, and acceptance testing
- Implementing and deploying containerized services to Kubernetes (EKS) as part of a distributed hybrid cloud NOC that enables satellite ops via multiple commercial antenna providers using a common interface

Associate Software Engineer

August 2024 - July 2025

- Developed core messaging SDK features in Go, Python, and Java, including cross-language large-message transport over NATS
- Designed and deployed a distributed full-stack application ("Antenna Almanac") in AWS GovCloud using Go, MongoDB, and NATS, demonstrating integration patterns for our real-time messaging SDK
- Built and maintained CI/CD pipelines in GitLab to automate container builds, vulnerability scanning, and deployment workflows for multiple services, integrating RMF-driven software hardening and compliance validation throughout the pipeline

### University of Michigan - Center for Academic Innovation

Ann Arbor, MI

XR Developer Fellow

March 2024 - July 2024

- Developed a real-time, human-in-the-loop VR simulation in Unreal Engine 5 to train sports medicine students on SCAT-6 concussion evaluation protocol, focusing on immersive and realistic user interaction
- Designed and implemented interactive user interfaces in VR, including tablet-based touch input and voice-driven interactions
- Utilized Cascadeur to refactor raw motion capture footage into high fidelity MetaHuman animations for Unreal Engine integration
- Supervised test events with researchers to collect usability metrics and iterate on simulation fidelity and user experience

### Stellantis

Auburn Hills, MI (Remote)

Software Engineering Intern

May 2023 - August 2023

- Independently built Android app from POC to MVP stage, enabling Maserati passengers to wirelessly modify their vehicle settings
- Refactored and adapted two third-party mobile games using the Construct 2 engine for native deployment in vehicle head units

### Miller Electric Mfg.

Appleton, WI

Software Engineering Intern

June 2022 - August 2022

- Developed a Python application to monitor machine components during stress testing, enabling troubleshooting across 5000+ machines and saving thousands of labor hours
- Collaborated with mechanical and electrical engineers to design and implement software-driven reliability improvements in embedded C for systems operating in extreme environments, contributing to EPA compliance efforts

## PROJECTS

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### JustNIL

[Site](#)

Sole developer of full-stack marketplace platform connecting small businesses with local athletes for NIL deals. Leveraging AI-assisted development tools such as OpenAI Codex to accelerate feature development, prototyping backend APIs and frontend components.

### Grater (C++ Game Engine)

[GitHub](#)

Developed a custom C++ game engine with Lua scripting support, integrating SDL and Box2D. Implemented time-stepped 2D physics simulation systems and extensible rendering architecture for real-time applications.

### WISP

[Itch.io](#)

Worked in team of 5 to create first-person 3D video game made with Unity in 7 weeks. Fulfilled multiple roles effectively: designing levels using ProBuilder, programming gameplay in C#, and managing the project with Jira to prioritize tasks to meet tight deadlines.

## SKILLS

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Languages: C++, Python, Golang, Java, C#

Technologies/Tools: Unreal Engine 5, Unity, Linux, Docker, Kubernetes (EKS), Helm, NATS, MongoDB, Git, Protobuf