Doug Rudolph

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EDUCATION

RUTGERS UNIVERSITY
COMPUTER SCIENCE
Expected Graduation: May 2017
Location: Piscataway, NJ

B.A. IN COMPUTER SCIENCE
Conc. in Computer Graphics
College of Arts and Sciences
Cum. GPA: 3.0 / 4.0

LINKS

Github:// **11**
LinkedIn:// **DouglasRudolphJr**
Medium:// **DougRudolph**

COURSEWORK

UNDERGRADUATE
Computer Graphics
(Research Asst. & Teaching Asst)
Software Engineering
Game Development
Databases
Algorithmic Design
Data Structures
Data Analyitcs
Linear Optimization
Unix Tools and Scripting

SKILLS

LANGUAGES
Over 5000 lines:
Java • C# • Python • C++
C• JavaScript • ASP.net
Over 1000 lines:
Bash• CSS • LATEX • Assembly
MySQL• F# • PHP• R • Curl

FRAMEWORKS & TOOLS
Git • Terminal • JQuery
Flask• LINQ• Bootstrap
Monogame • LibGDX • GLSL

VOLUNTEER

CS Mentor • USACS
Volunteer Tutor • USACS
Day-of Organizer • HackRU
Judge • HackRU
Judge • RU Tech Meet Up

EXPERIENCE

RECCELERATOR | SOFTWARE ENGINEER & CO FOUNDER
Expected July 2014 – Now | Washington DC, MD & Sparta, NJ
- Wrote a web payment portal using C#, ASP.net, and the Stripe payment API to track and store credit card transactions in a Microsoft SQL Database.
- Developed an in house data-analytics API with the the C# LINQ framework to pull statistics from credit card transactions and spending patterns.
- All code was reviewed, perfected, and pushed to production.

RUTGERS UNIVERSITY | GRAPHICS RESEARCHER
May 2016 – Now | Piscataway, NJ
- Work underneath Ph.D Dr. Bahman Kalantari as a developer on his polynomiogrpahy graphics research that generates algorithmic art.
- Developing a multiplatform application that visualizes Dr. Kalantari's solution to the Convex Hull problem for Android, iOS, HTML, and Desktop.

RUTGERS UNIVERSITY | RECITATION LEADER & CODE RED TUTOR
Sep 2016 – Now | Piscataway, NJ
- Organize and conduct weekly recitations for Introductory CS courses. Answer questions to solidify concepts that are taught during formal lectures.
- Rutgers Code Red Tutoring is a service where incoming CS students can get one-on-one tutoring in Introduction to Computer Science through Java - 111 and The Design and Analysis of Algorithms and Data Structures - 112.

PROJECTS

GOOGLE FEUD PREDICT GOOGLE AUTO-COMPLETE
https://www.github.com/11/GoogleFeud
Google Feud is a web app that prompts the user with random half completed search queries, then crawls through Google's auto-complete suggestions, and leaves the top indexed results for the user to then guess.

EDUSCAPE | GAMIFYING EDUCATION
https://www.github.com/11/Eduscape
Eduscape is an web-app built at HackPSU 2015 that works with the Canvas API to allow classes to anonymously battle, duel, and or wager credits to compete for a high score through out the semester of course. EduScape placed 5/10 Microsoft Projects.

BASE-SIS | BASE DETECTION VISUALIZATION
https://www.github.com/11/Base-sis
Base-is is a base detection app that runs a fast fourier transform for every frame of a song, and then detects base notes to then render fractals with the Mandelbrot Set.

GG-ENGINE | 2D JAVA PLATFORMER GAME ENGINE
https://www.github.com/11/GG-engine
GG-Engine is a 2S Java Platforming engine that allows designed for developers in mind. The Engine itself is a framework to allow developers to expand their ideas by code and or GUI tools.

LEADERSHIP

Sep-Now 2016	President	Creation of Game Society
Sep-Now 2016	Web Master	Undergraud. Stu. Alliance of Comp. Sci.
Sep-Now 2016	HX Director	Hack RU