Doug Rudolph

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EDUCATION

RUTGERS UNIVERSITY
BA in Computer Science
Conc. in Computer Graphics
College of Arts and Sciences

Expected Graduation: May 2017
Location: Piscataway, NJ

LINKS

LinkedIn: /in/DougJRudolph
Github: github.com/11

COURSEWORK

Computer Graphics
(Research Asst.)
Data Structures
Programming Principles
(Teaching Asst.)
Software Engineering
Data Analytics
Linear Algebra
Databases
Algorithmic Design
Game Development
Unix Tools and Scripting

SKILLS

LANGUAGES
Over 5000 lines:
Java • C# • Python • C++
C • ASP.net • JavaScript
Over 1000 lines:
CSS • LaTeX • Assembly
MySQL • PHP • Clojure

FRAMEWORKS & TOOLS
LINQ • Git • Terrminal
Flask • Vue.js • JQuery
OpenGL • GLSL • Monogame
LibGDX • XNA • Bootstrap

INVOLVEMENT

CLUB & POSITION
USACS • Web Master
USACS • Community CS Mentor
HackRU • Hacker Experience Director
HackRU • Hackathon Judge
RU Tech Meet UP • Event Organizer

EXPERIENCE & LEADERSHIP

RECCELERATOR | Software Engineer & Co Founder
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 C# LINQ framework to pull statistics from credit card transactions to seek out spending patterns

RUTGERS UNIVERSITY | Graphics Researcher
May 2016 – Now | Piscataway, NJ
- Working underneath Ph.D Dr. Bahman Kalantari as lead software engineer for his polynomiography algorithmic art visualization research
- Responsible for maintaing the project code base and writing shaders in GLSL, OpenGL, and Java for Dr. Kalantari's algorithm to the Convex Hull problem

RUTGERS UNIVERSITY | Recitation Leader & Code Red Tutor
Sep 2016 – Now | Piscataway, NJ
- Organize and conduct weekly recitations for introductory computer science courses to solidify concepts that are taught during formal lectures
- University CS tutor for Introduction to CS - 111 & Data Structures - 112

RUTGERS COGS | President - Creation of Game Society
Sep 2016 – Now | Piscataway, NJ
- Creating a strong Rutgers CS community and managing $20,000 to create informative and educational events for Rutgers computer scientists
- Coordinating with the university and running a university-wide game jam
- Guided mentors and organizers at HackRU for 1000 devs. and for 30+ hours

PROJECTS

GG-ENGINE | 2D Platformer Game Engine
www.github.com/11/GGEngine
- Developed a scalable 2D game engine using LibGDX, Box2D, and Box2D-lights that allows developers to create, design, and publish platforming games
- Engineered custom tile-mapping library that utilizes Tiled's map editing software with Java to parse orthoganal and isometric tile-maps into a level

DYNAMO | Dynamic Agenda
www.github.com/11/Dynamo
- Chrome extension designed to be used as a dynamically updating agenda that suggests the order jobs and responsibilities should be completed
- Determines the order based on due date and previously finished, related tasks
- Designed the front-end using HTML, wrote a custom CSS library, and authored the data prioritization and local hosting components with pure JavaScript
- Won 'Most self-reliant hack' at HackNY Fall, 2016

EDUSCAPE | Gamifying Education
www.github.com/11/Eduscape
- Educational web-app built to work with the Canvas API to allow classes to anonymously wager credits and duel to compete for classroom high scores
- Wrote scalabale database model using MySQL and integrated it with Node.js
- EduScape won Microsft 'Honorable mention prize' at HackPSU Spring, 2015