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: New Brunswick, NJ

LINKS

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

COURSEWORK

Computer Graphics
(Research Asst.)
Data Structures
Programming Principles
Software Engineering
Data Analystics
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 & Data Structures

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 for 1000 developers at the Rutgers biannual hackathon

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 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 students 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