

Doug Rudolph

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EDUCATION

RUTGERS UNIVERSITY

BA IN COMPUTER SCIENCE

CONC. IN COMPUTER GRAPHICS

COLLEGE OF ARTS AND SCIENCES

Graduated: May 2017

Location: New Brunswick, NJ

LINKS

Github: /11

LinkedIn: /in/DougJRudolph

Twitter: /doug_rudolph

COURSEWORK

Computer Graphics

Data Structures

Compiler Theory

Software Engineering

Data Analytics

Linear Algebra

Databases

Algorithmic Design

Game Development

Unix Tools and Scripting

SKILLS

LANGUAGES

Used Professionally:

Java • Golang • C • Python

C++ • MySQL • ASP.net • C#

Used Personally:

Haskell • JavaScript • Clojure

FRAMEWORKS & TOOLS

Unix & Version Control

LINQ • Git • Terminal

Web Frameworks

Flask • Vue.js • JQuery

Game Frameworks

OpenGL • GLSL • Monogame

LibGDX • XNA • Bootstrap

EXPERIENCE

BUZZFEED ENGINEERING | SOFTWARE ENGINEER INTERN

June 2017 - Present | New York, NY

- Codeveloped components to an internal API in Golang and MySQL that handled all network requests coming through to BuzzFeed.
- Created a microservice using Python that caches a static instance of the most recently viewed articles posted to BuzzFeed within a 30 day threshold.

HACK-NY FELLOWSHIP | CLASS OF 2017

June 2017 - Present | New York, NY

- HackNY is a tech fellowship program run by Columbia and NYU that is designed to immerse self-motivated students into the NYC startup ecosystem.
- Was one of 28 students to be admitted to HackNY, amongst 2000 applicants.

UNREAL GAME ENGINE | OPEN SOURCE DEVELOPER

June 2017 - Present | New York, NY

- Wrote custom compiler features for a new shader language built upon HLSL.
- Exporting an old internal chat-client API from C++ to Cython.

RUTGERS UNIVERSITY | GRAPHICS RESEARCH ASSISTANT

May 2016 - June 2017 | Piscataway, NJ

- Working underneath Ph.D Dr. Bahman Kalantari as lead software engineer for his polynomiography algorithmic art visualization research.
- Responsible for maintaining the project code base and writing shaders in GLSL, OpenGL, and Java for Dr. Kalantari's algorithm to the Convex Hull problem.

RECCCELERATOR | COFOUNDER & SOFTWARE ENGINEER

July 2015 - January 2017 | 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

PROJECTS

J.A.C.I. | JUST ANOTHER C++ INTERPRETER

www.github.com/11/Jaci

- JACI is a terminal REPL inspired by Python's REPL program and designed to offer C++ developers the same explorative approach to development.

GG-ENGINE | 2D PLATFORMER GAME ENGINE

www.github.com/11/GGEngine

- Developed a scalable 2D game engine using LibGDX, Box2D, Java, C, and the JNI framework that allows developers to create 2D platforming games.