

Douglas Rudolph

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Experience

BuzzFeed - New York, NY | Infrastructure Engineer

Aug. 2017 - Present

- Updating data pipeline in python and Tornado to pull information from BuzzFeed's FaceBook pages to target ads at select audiences.
- Developing an internal python API for Google Big Query to emit and receive data from MySQL queries.

Epic Games - New York, NY | Unreal Engine - Open Source Developer

July 2017 - Present

- Updating shader loading pipeline to load USF and USH shaders independently.
- Exporting Unreal Engine's in game chat-client API from C++ to C-Python.

BuzzFeed - New York, NY | Software Engineering Intern

June 2017 - Aug 2017

- Codeveloped components to an internal API in Golang and MySQL that handled all network requests coming through to BuzzFeed.com.
- Created a python service that caches the most recently viewed articles on BuzzFeed within a 30 day threshold.

Rutgers University - New Brunswick, NJ | Algorithms Research Assistant

May 2016 - May. 2017

- Worked underneath Ph.D Dr. Bahman Kalantari as lead developer for his Polynomiography algorithmic art visualization research.
- Responsible for maintaining the project codebase and developing custom shaders using GLSL.

Education

Rutgers University - New Brunswick, NJ | Class of 2017

- B.A. Computer Science
- GPA: 3.89

Skills

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

Frameworks: Vulkan, OpenGL, Tornado, Flask, LINQ

Accomplishments

HackNY Fellow - June 2017

- 29 students chosen for an intensive technical program run by Columbia & NYU. Attended talks 2+ times a week by VC's/CEO's/founders/technologists.

Minecraft Hunger Games MOD- May 2014

- Codeveloped the original Hunger Games Minecraft MOD. Was most played Minecraft MOD for 2+ years on minecraft-mp.com/ with a consistent 6,000+ players.