

# Douglas Rudolph

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## **Education** Rutgers University - New Brunswick, NJ | Class of 2017

- Bachelor's Degree in Computer Science

## **Experience** BuzzFeed - New York, NY | Software Engineer

*Aug. 2017 - Present*

- Rewrote parts to the article ranking algorithm for BuzzFeed's website homepage.
- Updated data pipeline in Python and Tornado to pull data from BuzzFeed FaceBook pages.
- Developed an asynchronous Python API for Google's BigQuery cloud services.

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

*Jul. 2017 - Present*

- Updated 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**

*Jun. 2017 - Aug. 2017*

- Codeveloped an API in Golang and MySQL that handled all network requests coming through to BuzzFeed's backend.
- Created a python service that caches the most viewed articles on *BuzzFeed.com*.
- Wrote bash scripts to install internal dev-tools for Ubuntu and Debian users.

## **Reccelerator - Washington, D.C. | Cofounder & Software Engineer**

*May 2014 - May 2016*

- Reccelerator® is a new, cloud-based management system designed to support recreational and associated facilities' everyday needs.
- Designed to include means of member organization, internal data collection, and sport communication tools.
- Wrote credit card payment portal using C#, ASP.net, Microsoft SQL, and LINQ.
- Designed microservices to categorize credit card payments and recognize spending patterns.
- Created microservice abstraction to separate endpoints using ASP.NET and C#

## **Accomplishments** HackNY Fellow

*Summer 2017*

- *One of 29 students* chosen for an intensive technical program run by Columbia and 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 1,000+ players.

**Skills** **Languages:** Python, C++, Java, C#, Golang, C, MySQL, HTML/CSS, JavaScript, TypeScript

**Frameworks/Tools:** Vulkan, OpenGL, Tornado, Flask, LINQ, Git, Bash, Unix, Vim