

Doug Rudolph

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EDUCATION

RUTGERS UNIVERSITY

COMPUTER SCIENCE

Expected Graduation: May 2017

Location: Piscataway, NJ

BA IN COMPUTER SCIENCE

Conc. in Computer Graphics

College of Arts and Sciences

LINKS

LinkedIn: </in/DougJRudolph>

Github: github.com/11

COURSEWORK

UNDERGRADUATE

Computer Graphics

(Research Asst.)

Algorithmic Design

Data Structures

Programming Principles

(Teaching Asst.)

Software Engineering

Databases

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

Git • Terminal • JQuery

Flask • Vue.js • Bootstrap

OpenGL • GLSL • Monogame

INVOLVEMENT

LANGUAGES

Web Master • USACS

HX Team Director • HackRU

Organizer • Ru Tech Meet UP

Day-of Organizer • HackRU

CS Mentor • USACS

EXPERIENCE & LEADERSHIP

RECCCELERATOR | 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 a developer on his polynomiography graphics research that generates algorithmic images
- Developing a multiplatform application with Dr. Kalantari's solution to the Convex Hull problem for mobile, web, and desktop platforms

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
- Directed mentors and technology at HackRU for 1000 devs over 30 hours

PROJECTS

USACS.RUTGERS.EDU | USACS CLUB WEBSITE

<https://usacs.rutgers.edu>

- Developed and designed front-end using HTML and wrote a custom scalable CSS library used through the entirety of the website
- Wrote custom calendar to json conversion app to dynamically parse club calendar into JQuery, to where the data then populates the events webpage

DYNAMO | DYNAMICALLY UPDATING AGENDA

<https://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 custom CSS library, wrote the data prioritization and local hosting components with pure JavaScript
- Won 'Most self-reliant hack' at HackNY Fall, 2016

EDUSCAPE | GAMIFYING EDUCATION

<https://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 scalable database model using MySQL and integrated it with Node.js
- EduScape won Microsoft 'Honorable mention prize' at HackPSU Spring, 2015