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

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 code base and writing shaders in GLSL, OpenGL, and Java for Dr. Kalantari's solution 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 - 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 WESBITE
https://usacs.rutgers.edu
- Developed and designed front-end using HTML and wrote a custom scalable CSS library used through the entirity of the website
- Wrote custom calendar to json conversion app to dyanmically 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 scalabale database model using MySQL and integrated it with Node.js
- EduScape won Microsft 'Honorable mention prize' at HackPSU Spring, 2015