# Doug Rudolph

Email: drudolph914@gmail.com
Website: DougRudolph.com
LinkedIn: /in/DougJRudolph

Github: /11

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

Aug 2018 - Feb 2019

- Rewrote the entire YouTube and Facebook data collection pipeline in Python3 & Tornado two of the four core media platforms Buzzfeed interfaces with.
- Updated aggregation services that collect audience data from social media and video content platforms. The data pulled is used to make business decisions for BuzzFeed.com.
- Wrote a Google BigQuery data routing framework for other small data collection services.

## BuzzFeed - New York, NY | Associate Software Engineer

Aug 2017 - Jun 2018

- Refactored data pipeline that gathered audience demographic data from BuzzFeed's Facebook posts/pages with Python3 & Tornado.
- Developed an asynchronous Python3 API wrapper to interface with Google's BigQuery cloud service.

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

Jul 2017 - Dec 2017

- Updated shader loading pipeline to independently load USF and USH shaders.
- Assisted in 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

- Updated components to an internal Golang API that assisted in distributing incoming requests to BuzzFeed.com and BuzzFeed News.
- Developed a service in Python3 that cached the most viewed articles within the last 30 days onto Google Cloud Platform & Amazon Redshift.
- Developed bash scripts to auto-install internal dev-tools for Ubuntu and Debian users.

#### **Accolades** HackNY Fellow

Summer 2017

- <u>One of 29 students</u> 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 one of the most played Minecraft MOD for 2+ years on <u>minecraft-mp.com/</u> with a consistent 800+ players.

Skills Languages: Python, Java, C++, C#, C, Go, JavaScript, TypeScript, Haskell, SQL/MySQL, HTML/CSS

Frameworks/Tools: Tornado, LINQ, Flask, Git, Bash, Linux/Unix, OpenGL

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

- Bachelor's Degree in Computer Science