

Doug Rudolph

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

Aug 2018 - Feb 2019

- Maintain aggregation services that pull data from all social media and video platforms.
- Rewrote YouTube data collection pipeline in Python3 and Golang.
- Wrote new BigQuery data routing framework for other data collection services.

BuzzFeed - New York, NY | Associate Software Engineer

Aug 2017 - Jun 2018

- Rewrote parts to the article ranking algorithm for BuzzFeed's website homepage.
- Updated data pipeline in Python3 and Tornado to pull data from BuzzFeed FaceBook pages.
- Developed an asynchronous Python3 API for Google's BigQuery cloud services.

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

Jul 2017 - Dec 2017

- 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 internal API in Golang and MySQL that handled network requests coming through to BuzzFeed.com.
- 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.

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, Java, C++, C#, C, Haskell, Go, SQL/MySQL, HTML/CSS, JavaScript, TypeScript

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