

Doug Rudolph

SOFTWARE ARCHITECT · COMPUTER GRAPHICS ENGINEER

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Experience

BuzzFeed

ASSOCIATE SOFTWARE ENGINEER

New York, NY

Aug. 2017 - Present

- Develop monetary tools to group together a variety of audiences that view BuzzFeed content and target ads based on an audience's interest.

Unreal Game Engine

OPEN SOURCE DEVELOPER

New York, NY

July 2017 - Present

- Help develop new custom compiler features that optimize shader rendering for HLSL based shaders.
- Exported an old internal chat-client API from C++ to Cython

BuzzFeed

SOFTWARE ENGINEER INTERN

New York, NY

June 2017 - Aug. 2017

- Codeveloped components to an internal API in Golang and MySQL that handled all network requests coming through to BuzzFeed.
- Created a Python service that caches the most recently viewed posts and articles published to BuzzFeed within a 30 day threshold.

hackNY Fellowship

FELLOW - CLASS OF 2017

New York, NY

June 2017 - Aug. 2017

- hackNY is a tech fellowship run by Columbia and NYU designed to immerse self-motivated students in the NYC startup ecosystem.
- Was one of 28 students to be admitted to hackNY - class of 2017, amongst 1500 applicants.

Rutgers University

COMPUTER GRAPHICS RESEARCH ASSISTANT

Piscataway, NJ

Aug. 2017 - Present

- Worked underneath Ph.D Dr. Bahman Kalantari as lead software engineer for his algorithmic art visualization research.
- Responsible for maintaining the project codebase and developing custom shaders using GLSL, Java, and the JNI Framework.

Reccelerator.inc

COFOUNDER & SOFTWARE ENGINEER

Washington, D.C.

July 2013 - Jan. 2015

- Wrote a payment portal using C#, ASP.net, and the Stripe payment API to store credit card transactions in a Microsoft SQL Database.
- Developed a data-analytics API with the C# LINQ framework to pull statistics from credit card transactions to find spending patterns.

Projects

GGEngine

WWW.GITHUB.COM/11/GGENGINE

- Developed a 2D game engine using LibGDX, Box2D, Java, C, and the JNI framework - allowing developers to create Orthogonal 2D games.

JACI | Just Another C++ Interpreter

WWW.GITHUB.COM/11/JACI

- JACI is a terminal REPL inspired by Python's REPL and designed to offer C++ developers the same explorative approach to development.

Skills

Languages

USED PROFESSIONALLY

- Python, Java, Golang, C, C++, C#, MySQL, ASP.net, Bash/Shell, Clojure, HTML/CSS/JS, Visual Basic

Frameworks & Tools

USED PROFESSIONALLY & PERSONALLY

- **Version Control & Misc.:** Git, Mercurial, Team Foundation, OpenCVS, Java Native Interface,
- **Web & Front-end Frameworks:** LINQ, Tornado, Flask, Django, SQLAlchemy, Vue.js, JQuery, Bootstrap
- **Graphics Frameworks & Tools:** OpenGL, GLSL/HLSL, LibGDX, XNA/MonoGame LWJGL, Unreal, Unity, Blender

Education

Rutgers University

BACHELORS IN COMPUTER SCIENCE & MINOR IN MATH

Piscataway, NJ

Sep. 2015 - Aug. 2017

- Concentration in Computer Graphics & Game Development