# Douglas **Rudolph**

Dougl@sRudolph.ninja
www.DougRudolph.com
**Github**: /11
**LinkedIn**: /in/DougJRudolph

---

## Experience

### BuzzFeed - New York, *NY* | Infrastructure Engineer
*Aug. 2017 - Present*

- Updating data pipeline in python and Tornado to pull information from BuzzFeed's FaceBook pages to target ads at select audiences.

- Developing an internal python API for Google Big Query to emit and receive data from MySQL queries.

### Epic Games - New York, *NY* | Unreal Engine - Open Source Developer
*July 2017 - Present*

- Updating 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
*June 2017 - Aug 2017*

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

- Created a python service that caches the most recently viewed articles on BuzzFeed within a 30 day threshold.

### Rutgers University - New Brunswick, *NJ* | Algorithms Research Assistant
*May 2016 - May. 2017*

- Worked underneath Ph.D Dr. Bahman Kalantari as lead developer for his Polynomiography algorithmic art visualization research.

- Responsible for maintaining the project codebase and developing custom shaders using GLSL.

## Education

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

- B.A. Computer Science
- GPA: 3.89

## Skills

### Languages: Python, C++, Java, C#, Golang, C, GLSL, MySQL

### Frameworks: Vulkan, OpenGL, Tornado, Flask, LINQ

## Accomplishments

### HackNY Fellow - *June 2017*

- 29 students chosen for an intensive technical program run by Columbia & 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 6,000+ players.