Leo James Rudberg

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Profile
I am a fourth year student (senior) attending the University of Wisconsin-Madison.
I am double-majoring in Computer Sciences and Mathematics. My expected graduation
date is May 2016.

Education
UNIVERSITY OF WISCONSIN-MADISON (GPA: ~3.8)
Madison, WI
- Computer Sciences and Mathematics majors (Class of 2016)
- Honors Society Member [Fall 2012-Present]
- Dean's List [Fall 2012, Fall 2013, Spring 2015]
- Badger Game Development Vice President [Fall 2012-Summer 2013]
- Badger Game Network Coord [Summer 2013-Present]
- Member of the Undergraduate Projects Lab [Fall 2012-Present]
- Coord of the Undergraduate Projects Lab [Fall 2014-Present]
- Director of MadHacks 2015 [Fall 2014-Summer 2015]

Related/Notable Courses
- Computer Sciences
  - Machine Organization and Programming (C/x86)
  - Introduction to Programming Languages and Compilers (Java)
  - Software Engineering (Ruby on Rails, HTML, CSS, Javascript, etc.)
  - Web Programming (Ruby on Rails)
  - Natural Language Processing
  - Introduction to Operating Systems (C)
- Mathematics
  - The Calculus Sequence, through Multivariable
  - Discrete Mathematics
  - Introduction to Mathematical Statistics and Probability (some R)
  - Introduction to Cryptography
  - Proof-based Linear Algebra
  - Modern Algebra
- Computer Engineering
  - Digital Systems Fundamentals (Quartus)
- Miscellaneous
  - Web Design and Interactive Media (HTML, CSS, Javascript, etc.)

Experience
SOFTWARE ENGINEERING INTERN
Intuit QuickBooks Online, Mountain View, CA
June 2015-August 2015
For Summer 2015, I'm working on the Global Payroll team of QBO, whose goal is to

internationalize Intuit's current Payroll front-end. So far, my job includes writing unit tests, fixing bugs, and implementing user stories using Backbone and other in-house front-end web development tools.

LEAD FRONT-END WEB DEVELOPER
Paradrop (paradrop.io), WiNGS Lab, UW-Madison Dept of Computer Sciences
May 2014-May 2015
Paradrop is a smart router based on several years of networking research. My job consisted of building the web app for the project. I used PHP for server-side work in version 1.0. For version 2.0, I used Angular to decouple the two ends.

LEAD FRONT-END WEB DEVELOPER
Loadin, Madison, WI
November 2013-July 2014
Loadin is an unsuccessful startup that I, along with a back-end dev and an MBA student, created. We built an original prototype that was presented at the end of the Fall 2013 Three Day Startup event in Madison. Loadin was meant to be a web service that simplifies interactions between venues and performers in the live music industry.

ASSOCIATE MATHEMATICIAN INTERN
WMS Gaming, Chicago, IL
Summer 2013
My assignment as an intern in the Math Department of Game Development was to work with the payout models of the slot machine games. This included working with statistics and simulators, mostly done through Microsoft Excel and Visual Studio (using C++). I engineered the main simulator to be more user-friendly and efficient. I also implemented and ran statistical test functions and models so that other departments, such as Marketing, could use the data.

Skills
In addition to knowing some French, I am familiar with these computer languages (favorites in bold):
      Ruby, **Java**, JavaScript, HTML, CSS, C, Python, PHP, **Haskell**, Clojure, **Io**

I prefer working in a Unix-like development environment, and am very comfortable with development tools like vim and git.

Hackathons
Boilermake (Purdue University) Spring 2014, HackMadison, Madison GameJam, Design Like Mad 2014, HackMIT 2014 (winner of Nod sponsor prize), WildHacks (Northwestern University) 2014, UW-Madison Local Hack Day 2014 (mentor), MadHacks (UW-Madison) 2015 (director)