Rachel Turner
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Professional Summary

C++ Developer with 4+ years of experience in software development, specializing in performance-critical systems and algorithms. Skilled in optimizing code for embedded systems, real-time applications, and low-latency environments. Strong background in object-oriented design and multithreading.

Technical Skills

- **Languages:** C++, C, Python, Bash
- **Frameworks/Libraries:** STL, Boost, Qt, OpenGL, gRPC
- **Tools:** Git, CMake, GDB, Valgrind, Visual Studio, Jenkins
- **Other:** Object-Oriented Programming (OOP), Data Structures, Multithreading, Performance Optimization, Debugging
- **Operating Systems:** Linux, Windows

Professional Experience

C++ Developer
Innovative Software Solutions, Los Angeles, CA
July 2020 – Present

- Developed a high-performance C++ backend for a real-time simulation engine, optimizing code for low-latency operations in financial markets.
- Implemented multithreaded algorithms to handle parallel tasks efficiently, reducing overall computation time by 20%.
- Refactored legacy code to improve performance and reduce memory leaks, enhancing system stability.
- Collaborated with a team of developers to create new features for a cross-platform desktop application using Qt.
- Created automated unit tests and integrated them into the CI pipeline, increasing test coverage by 30%.
- Debugged and resolved issues in real-time systems using tools like GDB and Valgrind.

Junior C++ Developer
NextGen Gaming, Los Angeles, CA
May 2018 – June 2020

- Developed game mechanics and AI behavior in a 3D game engine using C++ and OpenGL.
- Improved performance by optimizing resource management and reducing memory usage, leading to a 15% increase in frame rates.

- Collaborated with a multidisciplinary team to integrate audio, rendering, and input systems into the game engine.
- Designed and implemented new tools for content creators, streamlining the game development process.

Projects

Real-Time Financial Simulation Engine

- Developed a low-latency financial simulation engine for a stock trading platform using C++ and Boost libraries.
- Integrated multithreaded data processing to handle large datasets in real-time, achieving a 25% improvement in data throughput.

Cross-Platform Desktop Application

- Led the development of a desktop application for managing complex datasets using C++ and the Qt framework.
- Implemented a user-friendly interface with custom widgets and real-time data visualization.

Education

Bachelor of Science in Computer Science
University of California, Los Angeles, CA
Graduated: May 2018

Certifications

- Advanced C++ Programming – Coursera