

# Ben Rudolph

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## Education

Stanford University  
Computer Science  
Bachelor's of Science, 2013  
GPA: 3.6 | Computer Science GPA: 3.8

## Technical Skills

### Languages

Javascript  
Python  
C/C++  
Ruby  
HTML  
CSS  
MySQL  
XPath/XQuery

### Frameworks/Libraries

Ruby on Rails  
Django  
Node.js  
jQuery  
d3.js  
Twitter Bootstrap

## Relevant Coursework

Data Visualization  
Rethinking Refugee Communities  
Design and Analysis of Algorithms  
Applied Machine Learning  
Computer and Network Security  
Probabilistic Graphical Models  
Introduction to Databases  
Mechatronics  
Introduction to Probability Theory  
Introduction to Natural Language Processing

## Personal

I love Vim  
Member of the Stanford men's gymnastics team  
Enjoy learning new technology  
Like to bike and dive

## Work Experience

### Software Engineer Intern Ooyala, June 2012 - September 2012

Full stack web development using Sinatra and Ruby on Rails. Used Agile development process. Worked directly with engineering team to develop many changes to their online video manager.

### Software Engineer Intern SurveyMonkey, June 2011 - September 2011

Created a facebook custom tab page to allow administrators of a page to post surveys to their fans. Development for the application was done in ASP.NET and C#. Also implemented a full text search algorithm for users to sift through open ended responses to the surveys they created. The search included stemming and stopping along with the use of keywords such as NOT, AND, OR. The search algorithm was developed in python.

### Software Engineer Intern (Part-time) StyleSays, June 2011 - September 2011

Developed an ajax, autocomplete search using jQuery and also built two multi-threaded web crawlers to build up information in their database. In addition I made many design and page additions throughout the website. Worked in a very fast paced environment.

### Software Engineer Intern Cisco, June 2010 - September 2010

Worked on performance/scaling enhancements to read and interpret data flows from TCP and UDP protocols more efficiently. Did all programming in C on a linux operating system. Also used ClearCase to manage merges and commits.