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Drew Gottlieb

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Seeking a challenging co-op in Computer Science, with a focus on design. Available summer 2016.

Education

- **Rochester Institute of Technology**
  B.S. in Computer Science (5-year program).
  Expected graduation in 2018.

Skills

- **Languages:** C++, C++/CX, Python, Java, C#, Javascript, Typescript, SQL, HTML/CSS
- **Platforms/frameworks used:** Node.js, Backbone.js, jQuery, Qt4, SFML, Django
- **Tools:** Vim, Sublime Text, Eclipse, Visual Studio, XCode
- **Media:** Flash, After Effects, Premiere

Work Experience

- **Microsoft Software Development Engineer Internship** - May - August 2015
  Added consumer-requested enhancements to a feature on Windows 10 and Windows 10 Mobile.
  Used C++/CX and Xaml.

- **Google Software Engineer Internship** - February - May 2015
  Improved scalability and performance of the open source Mercurial distributed version control system. Used Python and C.

- **Microsoft Software Development Engineer Internship** - June - August 2014
  Developed a web interface for administering a cloud storage solution in Azure.

- **Google Summer of Code** - Summer 2013
  Designed and implemented a private messaging system for *Melange*, which is the website that powers Google's Code-In and Summer of Code programs. Used Python with Django in Google App Engine.

- **Internship at Unisys** - May, 2013
  Used Java to integrate an internal patch management system with the Eclipse IDE.

- **Created journalism competition website for the PA School Press Association** - Spring 2013
  Hired to design and create a website for powering a Pennsylvania youth journalism competition with hundreds of submissions. Used PHP, Yii, and MySQL.

Projects

- **Dorm shower music player** → github.com/dag10/Soapy
  - Dorm members that link their Spotify account can tap their RFID card in the dorm shower to hear their music.
  - Uses Android, Arduino C++, PHP, and MySQL.

- **Real-time web DJ platform** → github.com/dag10/DJ
  - Users can upload music into their song queue, join a virtual room, and take turns playing music together.
  - Uses Backbone.js, Express, Socket.io, MySQL, and ffmpeg.

- **Remotely Operated Underwater Vehicle (ROV)**
  - Wrote on-board software in C++.
  - Wrote remote control software in Java.
  - Both programs communicate over serial with my own protocol.

- **Hedgewars - an open-source cross-platform game**
  - Contributed extensive UX improvements.
  - Uses C++ and Qt4.

- **Multiplayer Platform Game Engine**
  - Used C++ and SFML to create a multiplayer (networked) 2D platform game engine.
  - Designed and implemented a protocol.

Awards

- **Grand-Prize Winner for the international Google Code-In** - 2012
  For UX contributions to *Hedgewars* using C++ and Qt4. Won an all-expenses-paid trip to Google's headquarters.
- **Widener Programming Competition, Second Place** - 2010
- **Greenfield Youth Film Festival Award for Best Music Video** - 2013
- **Greenfield Youth Film Festival Award for Visual Effects** - 2012

Activities

- Member of RIT's Computer Science House (www.csh.rit.edu).
- Various hardware/electronics projects.
- Interest in television production and filmmaking, particularly in visual effects.