

University Address:
Drew Gottlieb
3448 Nathaniel Rochester Hall
Rochester, NY 14623

Drew Gottlieb

Email: gottlieb.drew@gmail.com
Cell: (610) 952-0596
Blog: drewgottlieb.net
GitHub: github.com/dag10
LinkedIn: linkedin.com/in/drewgottlieb

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-Web
 - 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.