Drew Gottlieb

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EDUCATION

Rochester Institute of Technology
B.S. in Computer Science
Member of RIT's Computer Science House → csh.rit.edu
2013 - 2018.

EXPERIENCE

2016	**Google** Software Engineer Intern	Added a list of recently searched airports to Google's mobile flight search airport picker. Used Javascript and Java. Side project: Prototyped a virtual reality game using C# and an HTC Vive.
2015	**Microsoft** Software Engineer Intern	Implemented consumer-requested enhancements to the Action Center on Windows 10 and Windows 10 Mobile. Used C++/CX and Xaml.
2015	**Google** Software Engineer Intern	Improved scalability and performance of the open source Mercurial distributed version control system. Used Python and C.
2014	**Microsoft** Software Engineer Intern	Developed a web interface for managing a cloud storage solution in Azure.
2013	**Google Summer of Code** Web Developer	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.
2013	**Unisys** Internship	Integrated an internal patch management system with the Eclipse IDE. Used Java.
2013	**PA School Press Assoc.** Web Developer	Designed and created a website for powering a state-wide 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++, and 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.
Used C++ and Qt4.

Multiplayer Platform Game Engine
Used C++ and SFML to create a networked multiplayer 2D platform game engine.

3D Engine
Used C++ and DirectX 9 to create a 3D engine.
Loads BSP map files from *Quake III*.

SKILLS

Languages: C++, C++/CX, Python, Java, C#, Javascript, Typescript, SQL, HTML/CSS
Platforms: Angular2, Node.js, Backbone.js, jQuery, Qt4, SFML, Django
Tools: Vim, Sublime Text, Eclipse, Visual Studio, XCode
Media: Flash, After Effects, Premiere

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