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Drew Gottlieb

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Seeking a challenging co-op in Computer Science. Available spring + summer 2015 in any location.

Education

- **Rochester Institute of Technology**
B.S. in Computer Science (5-year program).
Expected graduation in 2017/2018.
Relevant courses:
 - Computer Science for AP Students
 - Mechanics of Programming
- **Conestoga High School**
Graduated in 2013 - First Honors (3.65 GPA out of 4.0).
AP Computer Science score: 5/5

Skills

- **Languages:** C++, Python, PHP, Java, C#, Javascript, Actionscript, SQL, HTML/CSS/LESS
- **Frameworks/Libraries used:** Qt4, SFML, jQuery, Django, Backbone.js, Node.js
- **Tools:** Vim, Sublime Text, Eclipse, MS Visual Studio, XCode
- **Media:** Adobe Flash, After Effects, Premiere

Work Experience

- **Google Summer of Code** - Summer 2013
Ongoing contributions to the open-source Google project *Melange*.
Created 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. Used PHP, Yii, and MySQL.

Projects

- **Real-time web DJ platform**
 - 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/UI enhancements.
 - Uses C++ and Qt4.
- **Multiplayer Platform Game Engine**
 - Used C++ and SFML to create a multiplayer (networked) 2D platform game engine.
 - Wrote my own protocol.
- **3D Engine**
 - Used C++ and DirectX to create a 3D engine.
 - Renders .bsp map files from *Quake III*.

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
- **Mid-Atlantic NATAS Student Television Award for Excellence** - 2010
Award for use of visual effects.

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.