

# Drew Gottlieb

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## EDUCATION

Rochester Institute of Technology

B.S. in Computer Science | 3.3 GPA

Member of RIT's Computer Science House → [csh.rit.edu](http://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

### Holographic vending machine interface

Developing a HoloLens app to browse options for a networked vending machine, select a drink, and visualize it being dispensed.  
Uses Unity and C#.

### Dorm shower music player → [github.com/dag10/Soapy](https://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](https://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, Javascript, Typescript, SQL, C#, 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