University Address:
Drew Gottlieb
1370 Nathaniel Rochester Hall
Rochester, NY 14623

Drew Gottlieb

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

Seeking a challenging co-op in Computer Science. Available spring and 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

Skills

- **Languages:** C++, Python, PHP, Java, C#, Javascript, Typescript, SQL, HTML/CSS/LESS
- **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** - June 2014 to Present
  Building an interface for a cloud storage solution in the Azure portal.
- **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** → 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/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.