Derek Dorr (he/him)

Mission Viejo, CA | dhdorr@gmail.com | (949) 525-2854 | linkedin.com/in/dhdorr | dhdorr.github.io | github.com/dhdorr

EDUCATION

California State University Fullerton

Fullerton, CA

M.S. Computer Science

2024

Thesis: "Impact of Latency Compensation Techniques in Multiplayer Online Games"

California State University Fullerton

Fullerton, CA

B.S. Computer Science

2021

EXPERIENCE

California State University Fullerton

Fullerton, CA

Graduate Student

Aug 2022 - Dec 2024

• Surveyed published research on multiplayer online game networking technology to develop a framework for studying the impact of latency on the player's experience in online games as well as identifying techniques and algorithms to compensate for network latency in online games.

Clubspeed Irvine, CA

Software Engineer

Sep 2021 – July 2024

- Engineered cloud-native software solutions to drive innovation for over 300 family entertainment businesses
- Spearheaded the development of rule-based go-kart speed control software that utilized a network of IoT hardware to assure driver safety on multi-level go-kart tracks, resulting in a first-of-its-kind software safety solution for over 100 go-kart facilities
- Revitalized the legacy business operations calendar interface to provide users with a more flexible user interface that delivers increased insights into facility operations and scheduling for thousands of users
- Designed a custom web API with a significant international customer to facilitate sales through their online shop.

PROJECTS

Story Point Poker

2025

- Programmed a web-based multiplayer AGILE sprint planning tool using HTML, JavaScript, HTMX, and Go, which allows users to participate in planning upcoming AGILE sprints with their teams
- Created a multithreaded web server in Go, designed to scale up to thousands of concurrent users across hundreds of active game sessions

MonkeyScript Web REPL

2024

- Developed a web-based terminal emulator using HTML, JavaScript, HTMX, and Go, which allows users to program in a custom-made interpreted programming language
- Wrote an interpreter in Go for a custom programming language specification utilizing an abstract syntax tree for lexical token analysis
- Deployed a Docker container containing the Go webserver to Azure Container Apps service for cloud-based hosting

Yu-Gi-Oh! Market Watch

2023

- Collaborated with a specialist to develop a web-scraping data analysis tool in Python, which processed, visualized, and published 20 years of historical market data of over 20,000 Yu-Gi-Oh cards
- Utilized parallel and asynchronous programming techniques, effectively reducing the program's runtime by 200%

SKILLS

Programming Languages: C++, Python, Go, JavaScript, SQL, Git/Github, C#, VisualBasic

Software: Visual Studio, Docker, Azure, AWS, HTMX, React, NextJS, Godot, Unreal Engine, Blender, Linux, Microsoft SQL Server, SQLite, .Net, ChatGPT

CERTIFICATIONS

Certified in Cybersecurity (ISC2), Docker Professional (Docker Foundation), C++ Programming Professional (OpenEDG C++ Institute), Microsoft Azure Al Essentials (Microsoft), AWS Cloud Practitioner (AWS Cloud Quest)