

# Douglas Chau

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## EDUCATION

### BINGHAMTON UNIVERSITY

#### BS IN COMPUTER SCIENCE

Expected May 2015 | Vestal, NY

Thomas J. Watson School of Engineering

Dean's List (Cum Laude)

Cumulative GPA: 3.5/ 4.0

## LINKS

Github:// [dogless](#)

DevPost:// [dogless](#)

LinkedIn:// [dougjchau](#)

## SKILLS

### PROGRAMMING

Over 5000 lines:

Python

Over 1000 lines:

Java • JavaScript • HTML • CSS • Shell

Familiar:

C++ • C • Ruby • PHP •  $\text{\LaTeX}$

### TECHNOLOGIES

Very Comfortable:

Git • Vim

Comfortable:

Jenkins • AWS S3 • Node.js • Django •

Heroku • Android • Codeship

Familiar:

Eclipse • Maven • Rails • Unreal Engine •

Leap Motion • Oculus Rift

## EXPERIENCE

### OOYALA

#### SOFTWARE ENGINEER, PLAYBACK TEAM

Github:// [dchauOoyala](#)

November 2015 - Present

- Designed and optimized the Ooyala Player's build and deployment process to realize an 85-90% improvement in production deploy times.
- Developed and maintained Ooyala Player's ad, video, skin, and analytics frameworks to allow users to customize their player and leverage various SDK's (i.e. Google IMA, Google Analytics, BitMovin, and more).
- Coordinated with product, documentation, and development teams to build and deploy new player features.

### GOOGLE SUMMER OF CODE 2015

#### APACHE SOFTWARE FOUNDATION INTERN

May 2015 - September 2015

- Collaborated with Apache Software Foundation members to implement features to the Airavata PHP web portal such as adding the ability for admins to toggle resource visibility for users.
- Built multiple Python clients to perform various Airavata operations such as creating projects, submitting experiments, and more.
- Wrote a Python wrapper to make developing Python clients cleaner and simpler, effectively reducing the amount of Python boilerplate by ~30 LoC.

### DOW JONES & COMPANY

#### INTERNAL SYSTEMS - SOFTWARE ENGINEERING INTERN

June 2014 - Aug 2014 | New York, NY

- Built a business intelligence web application used to visualize and explore internal database on company & employee metrics (dataset size in the order of terabytes).
- Customized and extended open source libraries such as NVD3.js and Chosen.js to support the requirements of the application.
- Code was reviewed and pushed to production.

## PERSONAL PROJECTS

### FEUD | "FAST FINGERS" HTML5 TYPING GAME

<http://devpost.com/software/feud>

- HTML5 game inspired by the game show, "Family Feud."
- Developed the in-game logic and specific game states such as: Round State, Game Over State.
- Worked closely with team's UI designer to construct the game levels.

### NEIGH | ENDLESS RUNNER HORSE-RIDING SIMULATOR

<http://devpost.com/software/neigh>

- Developed an asinine endless runner on the Unreal Engine 4 platform.
- Used the Leap Motion to capture hand gestures and the Oculus Rift to provide an immersive virtual reality experience.

## AWARDS

2014	2 <sup>nd</sup> Place	Big Red Hacks, Cornell University
2014	Best Design	HackBU, Binghamton University