Glen Oakley

goakley123@gmail.com
http://glenoakley.com/

Experience

Software Engineer **Thumbtack** June 2014 - Present

- Designed and implemented product changes designed to improve the core customer-professional matching system, including user-facing onboarding flow changes, re-evaluation of the incentives system, and criteria changes for the notification system
- Worked with and on custom A/B testing system, ensuring product changes were measurably and significantly beneficial

Technical Intern **Nebula** June 2013 - August 2013

- Enhanced Python-based unit and functional test suite to allow for quicker testing and the production of succinct but informative test results and code coverage
- Implemented Collectd plugins to visualize physical and virtual machine usage through the Graphite realtime graphing system, allowing developers to easily identify when and where problems occur in the system
- Redesigned disk image building system (porting it from Python to Make), removing redundant operations and enabling partial builds, drastically reducing the build time in a key part of the system

Summer Technical Analyst (Mobile Group) **Bank of America** June 2012 - August 2012

- Designed and prototyped a secure file syncing application for iOS utilizing an internal cloud storage platform
- Began investigation into automated testing for the iOS team using Xcode's built-in tooling
- Configured internal Q&A platform for mobile development information dissemination with custom SSO integration

Education

Ewing, NJ **The College of New Jersey** August 2010 - May 2014

- BS in Computer Science with a 3.73/4.00 GPA
- Courses include: Artificial Intelligence, Advanced Algorithms, Microcontrollers, Cloud Computing, Computer Graphics, HCI

Projects

Hackskell — Winter 2014 — https://github.com/goakley/Hackskell

- A set of (Haskell) tools for targeting Hack, a Harvard architecture machine
- Uses a basic LL parser for building internal representations of the applicable languages

Centivize — September 2013 — https://github.com/goakley/centivize

- Enables users to put a price on their tasks; failing to complete a task forfeits that money to charity
- Entire system flow designed and built in 48 hours during the PennApps hackathon
- Implemented using Node.js (Express framework), Redis, Dwolla payments API and Mozilla Persona for authentication

Ray Tracer — Fall 2013 — https://github.com/goakley/ray-tracer

- Uses real-world lighting and wave physics concepts to realistically render 3D scenes
- Use of 3D transformation with vector/matrix manipulation allows for complex camera views
- Basic scripting language provides a method for creating detailed scenes independent of the engine

Project Spin — June 2013 — http://glenoakley.com/pspin

- HTML5 game in which the player attempts to match actions to the beat of the music
- Original design and prototype completed in 48 hours during the Global Game Jam 2012
- Takes advantage of the Web Audio API for advanced audio processing and timings

Affiliations

Engineering Fellow	**Kleiner Perkins Caufield Byers**	2013
Student Chapter Board Member	**Association for Computing Machinery**	2011 - 2014
Board Member	**TCNJ Magic Circle Game Design**	2011 - 2014

Technologies

C, Python, Haskell, JavaScript, Bash, OpenGL, Git, AWS, Redis, Node.js, Make