Greg Driza

Software Developer

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Fullstack developer with passion for innovative design, interface and algorithms alike. I arrived at programming through investigating the intersection of music and technology, but fell in love with code as a swiss-army knife for solving a wide array of problems in the modern world. My strengths are in my creative sensibility, big-picture thinking skills, and small team collaborative experience.

TECHNICAL PROJECTS

Public Domain Reader - GitHub - *An interface to Project Gutenberg's collection of digitized books. Users can browse, collect, and read books in their browser.*
+ Restructured and sanitized 2000+ pages of JSON data from Gutendex API for use in local database.
+ Built Rails backend to store and associate relevant book data.
+ Built React frontend to allow users to browse database of over 60,000 books, categorize books in their own collections, and read HTML version of book in the browser.
+ Styled with Semantic-UI

 Spotify InterFacelift - GitHub | Demo - *This is a react app that provides an alternative interface to Spotify's music database. Users can browse music and play music.*
+ Accessed Spotify data from 20 different endpoints.
+ Used simple Node server for OAuth.
+ Designed new interface with React and Semantic UI.

Departure Times - An Uber Code Challenge - GitHub - *An Uber interview question. Users can see bus departure time and real-time bus locations for every bus stop in San Francisco.*
+ Used Google Place Api to access coordinates for locations around SF.
+ Uses 511 public transportation API to access bus stop locations, departure times, and real-time bus positions.
+ Used Google Maps Api to plot user's position, stops within walking distance, and bus locations.

PROFESSIONAL EXPERIENCE

Night Kitchen Interactive, Philadelphia, PA
Research + Development Intern, *May 2016 - August 2016*
+ Worked as developer on an interdisciplinary of programmers, designers, and 3D artists.
+ Wrote C# code in Unity 3D for educational mobile application.
+ Implemented Vuforia augmented-reality platform and implemented location awareness with Gimbal RSSI Beacons.

Freelance Game Development, Philadelphia, PA
Freelance Programmer, *February 2016 - May 2016*
+ Worked as developer with animator to build mobile game in Unity 3D and C#.
+ Designed procedural algorithms for balanced "infinite runner" style gameplay.
+ Available for Android devices on Google Play Store

Pre-College Game Programming Course, Philadelphia, PA
Teaching + Tutoring , *February 2016 - March 2016*
+ Co-taught class of 16 high school students.
+ Helped students design and build games of their own design.
+ Taught C# programming concepts in the Unity environment.

Data Garden, Philadelphia, PA
Research + Development Intern , *May 2014 - August 2014*
+ Designed and built interactive audio-visual installations with biofeedback technology as an intern.
+ Worked with small team to produce crowdfunded biofeedback music device MIDI Sprout
+ Wrote code in Pure Data, Arduino, Max/MSP and did sound design in Ableton Live.

TECHNICAL SKILLS

+ Javascript
+ Ruby
+ C#
+ Rails
+ Node.js
+ React/Redux
+ Next.js
+ Materialize
+ Bootstrap
+ Semantic
+ Unity
+ Processing
+ MaxMSP

EDUCATION

Flatiron School
New York, NY - *February 2018*
+ Full Stack Software Engineering Immersive program

The University of the Arts
Philadelphia, PA - *May 2017*
+ Bachelor of Fine Arts degree in Interactive Digital Media / Music

The University of Pennsylvania
Philadelphia, PA - *July 2015*
+ CS 110 Introduction to Computer Programming