Gregory **Stula**

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Education

Oregon State University   *Corvallis, Oregon*
B.S. in Computer Science   *Class of 2022*

Skills

Programming	C++, C, JavaScript, Python, Ruby, Bash, Java, Dart, Objective-C, Swift
Data	MarkLogic, PostgreSQL, MySQL, Apache NiFi
Frameworks	Data Hub, React, Express.js, Flutter
Tools	Git, Docker, Jira, Linux, Gradle, Maven, Xcode

Experience

4V Services   *Remote*
Full-stack Software Developer   *March. 2022 - Jan. 2025*

- I was a full-stack developer on 4V Services' internal product development team where I worked on the company's search product that uses MarkLogic for the back end, Express for the middle-tier, and React for the front end.
- Since I joined the project early in its inception, I was heavily involved in it's initial design especially with regards to the overall structure of one of its main content ingestion pipelines and UI.
- In my previous consultant role, I wrote a back end library in JavaScript and XQuery to help our team map raw data to entities using MarkLogic's Data Hub framework.
- My daily tasks were done in a 2 week agile schedule and included working on code reviews, creating pull requests, helping prepare releases for the customer, and updating the relevant documentation.
- I was a participant in the hiring process and I interviewed several candidates for internal full time positions and developed the criteria for their technical interviews.

Marxent 3D Cloud   *Remote*
Data Operations Specialist   *March. 2021 - Jul. 2021*

- I worked on a cross-functional scrum team to carefully curate and deploy our clients' custom 3D model application instances on the back end according to their feedback and specifications.
- I worked with and iterated on the company's internal tooling for loading 3D model data from client product catalogues in an efficient manner.
- I wrote an API scraping tool in Node.JS to bulk pull our clients' model data needed by the 3D Cloud back end.

Uber Technologies   *Miami, FL*
Compliance Coordinator   *Jun. 2019 - Feb. 2020*

- On the innovations team, I provided custom software and data analysis to assist with legal compliance with Florida alcohol laws.
- My team worked on the liquor store delivery product which was launched in select Florida markets and is now a staple part of the Uber Eats platform.
- I created a data auditing tool with Google App Script that was used to automate the alcohol delivery pilot on-boarding process for our partners.
- As new liquor store partners were being signed up faster than our team could launch them, I developed a Sheets extension that allowed us to fuzzy match manually inputted data against our legally required standardized alcohol SKU names and photos.

Projects

Quick Snake   *Ncurses Terminal Game*
HTTPS://GITHUB.COM/GREGSTULA/QUICK-SNAKE   *Released 2020*

- A fast paced snake game that I based on an old Facebook game called Snake 08.
- I wrote the game in C++17 along with a custom wrapper class to add RAII resource management to ncurses.

Chip8   *Desktop Application*
HTTPS://GITHUB.COM/GREGSTULA/CHIP8   *Released 2021*

- A cross platform emulator for the Chip-8 language written in C++17 and SDL2 for sound and graphics.
- I implemented the two 60Hz countdown timers using concurrency primitives so that sound and delay timers operated independently of the frame rate on their own thread.