

Gregory Stula

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Education

Oregon State University

B.S. IN COMPUTER SCIENCE

Corvallis, Oregon

Class of 2022

Skills

Programming C++, C, Node.js, Python, Ruby, Bash, Java, Objective-C, Swift
Data Marklogic, PostgreSQL, MySQL, Excel
Frameworks Data Hub, React, Express.js, Ruby on Rails, Django, UIKit, Cocoa
Tools Git, Docker, Jira, Linux, Gradle, Xcode

Experience

4V Services

Remote

SOFTWARE DEVELOPER

March. 2022 - Present

- Shipped new features and bug fixes for a search product using MarkLogic (back end), Node.js and Express (middle tier), and React (front end).
- Built a URL ingestion pipeline with server-side JavaScript and developed a React component library with data verification and duplicate detection.
- Developed a Java library to connect external data sources to NiFi processors.
- Wrote unit test suites and implemented automated CI testing on pull requests using GitHub Actions.
- Delivered features in two-week sprints within a Scrum/Agile environment; actively participated in code reviews, pull requests, releases, and documentation updates.
- Implemented custom back end mapping functions in JavaScript and XQuery to support client entity harmonization in MarkLogic Data Hub.
- Refactored legacy mapping logic to conform to updated data standards and facilitate reuse across multiple entity types.
- Interviewed candidates for internal engineering roles and contributed to technical interview design and evaluation criteria.

Marxent 3D Cloud

Remote

DATA OPERATIONS SPECIALIST

March. 2021 - Jul. 2021

- Collaborated with a cross-functional team to configure client-specific 3D model instances in a web-based product catalog using internal tools and SQL queries.
- Used feedback from client stakeholders to iteratively adjust and deploy model configurations, ensuring high visual and functional fidelity within the application.
- Built and maintained a Node.js utility script to automate data extraction from external APIs, streamlining the model onboarding process.
- Supported internal QA and staging deployments by curating large batches of structured data and verifying catalog integration.

Uber Technologies

Miami, FL

COMPLIANCE COORDINATOR

Jun. 2019 - Feb. 2020

- Provided data analysis and custom tooling to support legal compliance with Florida state alcohol laws during the rollout of Uber's alcohol delivery pilot.
- Designed a JavaScript-based auditing tool used internally to validate liquor menu content against Anheuser-Busch's product requirements.
- Built automated workflows in Google Apps Script to facilitate onboarding and compliance checks for new retail partners.
- Developed a Google Sheets extension that performed fuzzy matching of product data to help standardize SKUs and media assets, reducing launch time for new stores.
- Collaborated closely with operations and legal teams to implement scalable data processes aligned with regulatory standards.

Projects

Quick Snake

Ncurses Terminal Game

[HTTPS://GITHUB.COM/GREGSTULA/QUICK-SNAKE](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](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.