

# ROBERT NEFF

✉ [rneff@cs.stanford.edu](mailto:rneff@cs.stanford.edu)

🏠 [nefrob.github.io](https://nefrob.github.io)

in [rob-neff](https://www.linkedin.com/in/rob-neff)



## EXPERIENCE

Senior Software Engineer – Full Stack 📅 Jan 2023 – Present

Software Engineer – Full Stack 📅 Nov 2021 – Dec 2022

Tilt 📍 Remote

- Built out HRIS integrations for automated company and pay data sync, bringing on \$1M+ in pipeline sales immediately post launch.
- Wrote login, MFA and SSO authentication endpoints in relaunch of login experience, simplifying the process while ensuring security.
- Worked on improving developer productivity and CI pipeline via Docker, GitHub Actions, automated testing and utility scripts.
- Defined team patterns, code review standards and infrastructure project prioritization as driver of the backend guild.

Student Project Mentor – Python, C# & Unity lessons

📅 Feb 2021 – May 2022

Curious Cardinals 📍 Remote

- Coached and tutored gifted middle school to college freshman students in project development and execution via weekly live video instruction.
- Designed interactive education sessions to teach programming basics and game design fundamentals.

Athlete – All Around Gymnast (all six men's events)

📅 2011 – 2022

USA Gymnastics 📍 Colorado Springs, CO

- Full-time athlete who competed globally each year, recently at US Olympic Trials for Tokyo 2020.
- Constructed comprehensive training plans to maximize skill progression.
- Exerted extreme attention to details and discipline in training, recovery, and nutrition.
- Received constructive feedback about performance and adjusted as needed.
- Demonstrated task focus through consistent competitive results in high pressure situations.

Teaching Assistant – CS 146: Introduction to Game Design and Development 📅 Sep – Dec 2018

Stanford University 📍 Stanford, CA

- Created introductory tutorials on Unity Game Engine and C# for first time users.
- Advised student groups on video game topics spanning 2D/3D Art, Audio, User Interfaces, Production, Narrative Design, Marketing, and Publishing.
- Served as Corporate Relations Liaison between students and industry mentors.

## HELLO

Software engineer and recently retired professional gymnast passionate about digging in to tricky problems, automating everyday tasks for developers and security. I have experience building endpoints with Django/DRF, frontend components with React/Typescript and migrating/deprecating legacy code.

## LANGUAGES

Python Django/DRF Typescript React  
PostgreSQL Docker Git C/C++ C#

Professional proficiency German

## EDUCATION

Stanford University

M.S. Computer Science

📅 2019

B.S. Computer Science

📅 2018

General Assembly

Certificate React Development

📅 2021

## HONORS & AWARDS

US Junior & Senior National Team Member

📅 2013-2014, 2017, 2019-2022

Pan American Games 3x Silver Medalist, Taipei  
World University Games Competitor

📅 2017, 2019

Stanford Men's Div. I Gymnastics Scholarship  
Athlete

📅 2015 – 2018

6x NCAA All-American including 2x National  
Champion titles on Horizontal Bar

📅 2015 – 2018

Nissan-Emery Award Finalist (annual recognition  
to nation's top men's gymnast)

📅 2018

NCAA Post-Graduate Scholarship Recipient

📅 2018

## Software Engineer Intern – Pokémon Go & Ingress Prime

 Jun – Sep 2018

**Niantic Inc.**  Sunnyvale, CA

- Assisted in implementing client-side point-of-interest submissions in Pokémon Go and Ingress Prime using C# and Unity.
- Wrote Android native plugins for Unity.
- Developed feature for Korean and Brazilian user launches during internship.
- Supported Scrum-based development sprints and launch cycle for new capability introduction.