## **ROBERT NEFF**

nefrob.github.io

in rob-neff

### **EXPERIENCE**

### Software Engineer - Full Stack

#### Tilt

Mov 2021 - Present ♥ Colorado Springs, CO

- Built out company integrations to sync data bidirectionally between platforms efficiently and accurately.
- Migrated legacy database models, services and endpoints from NodeJS to Django and Django REST Framework.
- Worked on improving development environment tools and automation along with Docker and GitHub Actions.
- Revised employee pay calculations to correctly apply benefits, wages and FMLA items across complex pay schedules.

## Student Project Mentor – Remote Python, C# & Unity lessons

#### **Curious Cardinals**

Feb 2021 - May 2022 Colorado Springs, CO

- 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)

#### **USA Gymnastics**

🛗 2011 - 2022 👂 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

### **Stanford University**

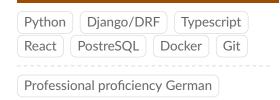
Sep - Dec 2018 ♥ Stanford, CA

 Created introductory tutorials on Unity Game Engine and C# for first time users.

### **HELLO**

Software engineer and recently retired professional gymnast passionate about digging in to tricky problems, automating everyday tasks for developers and prototyping. I have experience building endpoints with Django/DRF, frontend components with React/Typescript and migrating/deprecating legacy code. I want to delve deeper into Alice and Bob, TCP/IP and concurrency - there is always more to learn!

## **LANGUAGES**



### **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** 

**1** 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** 

- 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.

# Software Engineer Intern – Pokémon Go & Ingress Prime Niantic Inc.

- 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.