

# Paul Buser

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http://buser.website

Fall 2016

## Education

### Oberlin College

*BA, Computer Science; GPA 3.59*

Oberlin, OH

*2011-2015*

Selected Courses:

- Algorithms
- Complexity and Computability
- Game Design
- Human-Computer Interaction

## Work Experience

### Google, Inc.

*Software Engineer, Tools and Infrastructure on Logs Team*

Mountain View, CA

*October 2015 - Present*

- Create test frameworks and libraries using Google best practices
- Increase frequency and expedite process of binary releases
- Maintain and upgrade legacy test infrastructure

### iD Tech Camps

*Instructor*

Waltham, MA

*Summer 2014*

- Taught children 7-9 years old basics of programming in Scratch
- Made age-appropriate programming challenges
- Organized after-camp activities for overnight campers

### Apperian, Inc.

*Operations Intern*

Boston, MA

*Summer 2013*

- Wrote Python webapp to track downtime of virtual machines
- Coauthored script to automate installation of Apperian's flagship product, EASE

## Projects

### Rotato

*Lead Programmer*

Oberlin, OH

*Fall 2014*

- Led team of four in creating rotation-based puzzle platform game
- Implemented level editor, audio mixer, and gamestate serialization

### Geoffrey Blodgett Architecture Series

*Web Developer*

Oberlin, OH

*Summer 2013*

- Ported aging HTML1 code to natively-compiled app using NW.js
- Designed interface for elderly users without internet access

## Skills

- **Programming Languages:** Python, Java, C#, C, Bash, Javascript
- **Programming Tools:** Bash, Git, Vim
- **Media Tools:** Unity, Ableton Live, Reaper
- **Spanish Language:** Limited Working Proficiency