Paul Doyle

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Work Experience

GREE International, Inc.

Software Engineer   **February 2015 - December 2017**
- Built features, fixed bugs, contributed to refactors and tech debt resolution
- Profiled and optimized memory management and performance for Android games
- Worked on full-stack cross-platform Java development using libgdx game engine
- Wrote and refactored Gradle configuration and game server deployment scripts

Tapestry Solutions

Part-Time Software Engineer   **June 2014 – February 2015**
- Expanded and improved Adobe Flex GUI for planning and logistics software
- Refactored existing code base while fixing bugs and implementing new features

Hewlett-Packard

Software Engineering Intern   **June – September 2013**
- Ported Unix testing software for printer network cards to C++ in Windows environment
- Communicated with international teams to determine needs, resolve technical questions

Technical Projects

Reminders App

Android Application   **December 2013 - January 2014**
- Built a to-do list app that tracks tasks and sends periodic reminder notifications
- Programmed in Kotlin in order to learn about the language and its unique features

Penguin Puzzler

Android Application   **October – December 2013**
- Wrote a puzzle game for Android with a small multi-disciplinary team
- Learned concepts and design considerations for building games on Android OS

CUDA Ray Tracer

Linux Command Line Application   **March – June 2013**
- Built a ray tracer in C++ using GPU parallelism on NVidia's CUDA programming platform
- Implemented shadows, reflections, refraction, anti-aliasing, and Monte Carlo path tracing

Skills

	Programming Languages	Tools and Technologies
Proficient	Java	Git SCM, Android Dev
Comfortable	Kotlin, C/C++, JavaScript	AWS, Bash
Familiar	Haskell, Python, C#	Perforce, Unity

Education

California Polytechnic State University, San Luis Obispo
Computer Science Major, Music Minor   Graduation Date: December 2014