

Douglas Rank

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EDUCATION

California State University, Bakersfield | Bachelor of Science in Computer Science

Expected May 2023

SKILLS

- **Programming Languages:** C++, SQL, Python, Java, HTML, MIPS Assembly
- **Developer Tools:** Git, Github, AWS

WORK HISTORY

Intern Automation Specialist

Oct 2022 - Present

California Resources Corporation | Bakersfield, CA

Tech Used: SQL Server, OracleDB, Python, Powershell, PowerBI, Azure

- Utilized PowerBI to query data, build various dashboards, and automate reports with the goal of improving operational teams' ability to monitor various data streams
- Developed SQL queries to create custom views within existing data models to verify external product usage metrics to internal telemetry data sources
- Operated as project lead in redesigning a manual excel based report into an automated virtual form interfaced to dynamically update a database of field devices using Microsoft SQL Server Management Studio, GoCanvas, and PowerBI

Devops Engineer Intern

May 2022 - Aug 2022

Columbia Sportswear Company | Portland, OR

Tech Used: MySQL, AWS-Lambda, AWS-EC2, AWS-S3

- Tracked Epic, User Stories, and Minimum Viable Product requirements through Jira ticketing and storyboarding
- Ensured the scope of the project was maintained through weekly check-ins and end-user meetings
- Used SQL queries to pull data into a custom dashboard for analytics relating to page load metrics across various sprint timings
- Researched best practices for core web development vitals and used benchmark metrics to setup slack integration alerting and automated jira ticketing

PROJECTS

"Orc Swarm" A Tower Defense Game using OpenGL and C++

Mar 2022

Tech Used: C++, OpenGL

- Used X11 to setup window environment and track mouse movement on the screen
- Used OpenGL to render maps, animated sprites, towers, and projectiles
- Game logic includes a start screen, collision detection, player scoring and funds management, wave management, and tower creation/removal/upgrades

"RoadRunners Casino" A Blackjack Application using Android Studio

Dec 2020

Tech Used: Java, Android Studio, Git

- Utilized textures for background images, card faces, and menu buttons to ensure a pleasant user experience
- Implemented various Android components to allow user betting, drawing of cards, and other basic blackjack functions
- Designed class structure of basic card functionality allowing other group members to implement functions in separate games such as poker
- Designed manual test cases to force edge case scenarios and ensure the application functioned as intended

Task Automation and Data Mining using Visual Basic

Feb 2019

Tech Used: Visual Basic, Automation, Microsoft Excel, Data Mining

- Designed macro in Visual Basic to retrieve weekly reports from multiple data sources using VBA browser automation
- Scrubbed data and parsed relevant information into separate files for company records using PowerQuery
- Coalesced reports into a master file for weekly accounts receivable tasks and review