


ROBB DOERING

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Employment

SOFTWARE ENGINEER II, Space Ground System Solutions

June 2019 - July 2021

- Worked on a web application for space-ground command & control systems, using React w/ Redux, Java, and C++ to display & interact with high latency, error sensitive ground site information.
- Implemented ~12 significant full stack features, using design documents for some and leading the requirements gathering and UX design processes myself for others.
- Chosen to fill in as project lead during a 3-month planned leave of absence for a team of 6 other full time engineers. Responsible for leading Agile ceremonies, clearing blockers, meeting with stakeholders, UX and system design for new features, designing and delivering training, and more.
- Brought automated Jest unit tests to an existing code base, and was regularly tapped to help coordinate functional testing of that same application.

AUTOMATION TOOLS INTERN, Fujitsu Network Communications

May 2018 - August 2018

- Worked on an internal web tool for ~50 project managers to complete a new procedure and collect a large volume of data for executive analysis using Java, Spring MVC, and Javascript.

Skills

ADVANCED

Linux • agile • git • Java
Javascript • React • Jest
Redux • C • C++ • CSS
HTML • npm • Three.js
regex • JSON • Slack
Jira • Inkscape • HCI

FUNCTIONAL

Python • Bash • MySQL
PostgreSQL • Node.js
Express.js • D3.js • C#
REST • WebSockets
CI/CD • GMSEC •
Orbitology • TLEs •
Unity • Lisp • R • RST
Docker • MATLAB

Projects

ORIGAMIODYSSEY.COM

A full stack web application built to teach origami, the art of folding paper. It uses animated 3D simulations with temporal & spatial controls, hierarchical annotations of folds, and hobbyist augmentations to improve learner performance on audience specific self-assessments. Each specific method in that sentence is supported by research I did as part of GaTech's CS6460: Educational Technology. [Javascript, React, Redux, react-three-fiber, Three.js, Material-UI]

BELLUM.AI

[IN PROGRESS] A full stack web application built to provide tools for a complex tabletop wargame called Warhammer 40,000. It uses 3D simulation of the board, complex statistical modeling and analysis, and customizable visualizations to ease and speed along the game. This required a regex parser to read complex "army lists" into json objects for manipulation using a rules-translation schema I designed. [Javascript, React, Redux, d3.js, react-three-fiber, Three.js, Auth0, Semantic UI]

SAFETY ROUTER

A full stack web application that analyzes U.S. road accident data and predicts the relative safety of user driving routes. This was created over the course of a semester with a team of 5 classmates. [Javascript, Python, React, Flask, Leaflet, D3.js, Material-UI]

Education

VANDERBILT UNIVERSITY

Spring 2019

- Earned a B.S. in Computer Science, with minors in Spanish and Philosophy.
- Served as an executive for the Vanderbilt Data Science club and the Wilderness Skills 101 organization.

GEORGIA INSTITUTE OF TECHNOLOGY

Expected Fall 2022

- Currently pursuing an online M.S. in Computer Science, with a specialization in Interactive Intelligence.