

# ROBB DOERING

robbwdoering@gmail.com ✉

robb-doering-84165912a in

(415) 713 - 1766 📞

## 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, either using description documents from software architects and or leading the requirements gathering and UX design processes myself.
- 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 the notoriously complex tabletop wargame, Warhammer 40k. 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 danger of user routes. This was created over the course of a semester with a team of 5 classmates, for which I took on DevOps. [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 Summer 2022

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