Shelby Doolittle

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EXPERIENCE

- **51** — Midlothian, VA
  Co-Founder — *January 2017 - Present*
  - **Interactive Spaces**: Interactive Spaces is a suite of software and hardware that allows escape room designers to integrate electronics into their escape rooms easily with previously impossible features included.
  - **Warehouse 29**: A VR/Live Action/Escape Room experience. Players fight a sentient AI that has taken over a VR museum dedicated to Edgar Allan Poe. I built all of the VR gameplay and management infrastructure.

- **Google** — Mountain View, CA
  Software Engineer Level 4 — *June 2015 - March 2017*
  - **OneDiff**: OneDiff is a Google internal tool for diffing large batches of structured data. I worked on the frontend visualization, focusing on rendering and presenting >10GB diffs so that other engineers could understand how their data changed.
  - **Process Consulting**: OneDiff was routinely lauded for responsiveness to feedback from internal stakeholders due to my efforts. I was regularly asked to consult on other teams to help improve their process.

- **Pivotal Labs** — Mountain View, CA
  Software Engineer — *June 2014 - June 2015*
  - **Samsung Milk Video (Following Feed)**: When I joined the Milk Video project, the following feed always had at least 4 engineers triaging defects and performance issues. With dedicated disagreement and straightforward engineering, I was able to dramatically simplify the whole system to zero defects and able to handle new features quickly.
  - **Barnes & Noble NookPress**: Print-on-demand service allowing people to order 1-1000 copies of a custom printed book.
  - **Hawq (Development Tools)**: Built CI infrastructure to reduce effort of manual maintenance.

- **AgilQuest** — Richmond, VA
  Software Engineer — *Oct 2013 - June 2014*
  - **Forum**: Cloud-based booking software for workspaces, and meeting and conference rooms.

EXPERTISE

- **Artificial Intelligence/Machine Learning**: Neural Networks, Reinforcement Learning, Genetic Algorithms, Keras
- **Blockchains**: Cryptography, Bitcoin, Blockchains
- **Software Engineering Process**: Extreme Programming, Continuous Integration, Continuous Delivery, Pair Programming, Standups, Retrospectives
- **Programming**: Algorithms, Data Structures, Web Development, Distributed Systems, Databases
- **Languages**: Rust, JavaScript, Java, Ruby, SQL, HTML, CSS, C++, C#
- **Technologies**: Angular, PostgreSQL, Rails, Docker, Git, Unity3D