# Wyatt **Rudnicki**

**CELL** (415) 265-9362 • **E-MAIL** wyattrudnicki@gmail.com **PORTFOLIO** • **GITHUB** • **LINKEDIN**

**SKILLS** Ruby, Rails, JavaScript, React, CSS3, Node, Python, Redux, MongoDB, AWS, HTML5, Git, C, Java

## WORK EXPERIENCE

**Oracle** *San Francisco, CA*
*Software Engineer* Jun 2019 - Present

- Created a Node/Express planning application which utilizes machine learning and Chart.js to make prediction visualizations of common milestones hit during the study startup phase of clinical trials.
- Added quality of life improvements to our main database application, using Webpack to speed up dev build time ~3x and decrease bundle sizes from ~6MB to ~2MB, as well as leading expansion of unit test coverage.
- Rebranded goBalto's styling to match that of Oracle after acquisition.

**N3N** *Foster City, CA*
*Software Engineer* Aug 2018 - Dec 2018

- Integrated IoT (Internet of Things) sensor alert app into N3N's main product using React, which allowed for easy monitoring of sensor alerts, and provided a platform to take quick action using 3rd party software integrations.
- Connected alerts to an incident tracking mobile app using event driven notifications, which enabled clients to capture and send incident updates to an N3N alert system via personal mobile devices.
- Built camera video wall app for N3N's new floor plan system, which created new SOP business opportunities with N3N's clients.

**Whitney Lab for Perception and Action** *Berkeley, CA*
*Research Assistant* Oct 2016 - Apr 2017

- Built templates for online visual experiments using JavaScript, which provided 15+ new experiments to run, led to >100% growth in sample sizes for current experiments, and increased quality in experiments and data
- Improved UX of online experiments through smooth JavaScript setTimeout transitions

## EDUCATION

**University of California at Berkeley,** *2016*
B.A. (Bachelor of Arts) - *Cognitive Science, Computer Science minor*
**App Academy -** Coding intensive Dec 2017 - Mar 2018

## PROJECTS

**Brain Hacker** (Ruby on Rails, React) | *Full Stack Developer* live | github
*An EdTech online platform for creating and studying flashcards*

- Implemented user authentication using Ruby on Rails with BCrypt to secure user passwords and profiles
- Built multiple full React-redux cycles for managing flashcards using React Router and authorized/protected Routes to direct users to the appropriate location on interaction
- Used custom Active Record queries and routes to efficiently build out both a search feature for decks and a live updating study progress bar
- Revamped website style for cross browser compatibility and mobile responsiveness using media queries.

**Meios** (JavaScript) | *Front End Developer* live | github
*A game based off Agar.io where you can eat food, grow, divide, and conquer (eat) other competing cells*

- Rendered cells with unique behaviors using HTML5 Canvas, JavaScript asynchronous functions, and OOP
- Implemented algorithms for circle collision detection and boundary detection, giving smooth speed transitions while keeping elements on the canvas
- Created enemy AI units which respond to player movements through decision making heuristics and frequency of callbacks to create a fun and challenging user experience.