Wyatt **Rudnicki**

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SKILLS Ruby, Rails, JavaScript, AngularJS, React, CSS3, Node, Python, Typescript, AWS, HTML5, Gen AI, Java

WORK EXPERIENCE

Oracle   *San Francisco, CA*
Software Engineer   Jun 2019 - Jan 2024

- Created a Node/Express planning application which utilizes Chart.js and a machine learning API 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 by leveraging Webpack to speed up dev build time ~3x and decrease bundle sizes from ~6MB to ~2MB, and by leading expansion of unit test coverage
- Led efforts to migrate SSO users to Oracle's Identity Cloud Service Service (IDCS), providing a secure and performant platform for accessing study startup workflows
- Expanded functionality of our data export tool while modernizing from Angular.js to Oracle JET with React Hooks

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, enabling real-time monitoring of sensors and actionable insights with 3rd party software
- Connected alerts to an incident tracking mobile app using event driven notifications, empowering 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

- Developed 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
- Enhanced 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

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
- Designed and implemented adaptive enemy AI units that increased gameplay engagement by dynamically reacting to user strategy