

Drew Gottlieb

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github.com/dag10
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EDUCATION

Rochester Institute of Technology

B.S. in Computer Science | 3.31 GPA

Member of RIT's Computer Science House → csh.rit.edu

2013 - 2018.

EXPERIENCE

- 2017 **Microsoft** Software Engineer Intern Building new Windows experiences.
- 2017 **Google** Software Engineer Intern Empowered creativity with new features for *Tilt Brush*, a virtual reality experience for painting in 3D.
- 2016 **Google** Software Engineer Intern Added a list of recently searched airports to Google's mobile flight search airport picker. Used Javascript and Java. Side project: Prototyped a virtual reality game using C# and an HTC Vive.
- 2015 **Microsoft** Software Engineer Intern Implemented consumer-requested enhancements to the Action Center on Windows 10 and Windows 10 Mobile. Used C++/CX and Xaml.
- 2015 **Google** Software Engineer Intern Improved scalability and performance of the open source Mercurial distributed version control system. Used Python and C.
- 2014 **Microsoft** Software Engineer Intern Developed a web interface for managing a cloud storage solution in Azure.
- 2013 **Google Summer of Code** Web Developer Designed and implemented a private messaging system for Melange, which is the website that powers Google's Code-In and Summer of Code programs. Used Python with Django in Google App Engine.
- 2013 **Unisys** Internship Integrated an internal patch management system with the Eclipse IDE. Used Java.
- 2013 **PA School Press Assoc.** Web Developer Designed and created a website for powering a state-wide youth journalism competition with hundreds of submissions. Used PHP, Yii, and MySQL.

PROJECTS

Shared Environment between VR and MR → github.com/dag10/HoloViveObserver

Developed a proof of concept where an immersive virtual reality session can be observed with one or more HoloLens glasses in real time. Uses Unity and C#, built on an HTC Vive and HoloLens.

Dorm shower music player → github.com/dag10/Soapy

Dorm members that link their Spotify account can tap their RFID card in the dorm shower to hear their music. Uses Android, Arduino C++, PHP, and MySQL.

Real-time web DJ platform → github.com/dag10/DJ

Users can upload music into their song queue, join a virtual room, and take turns listening to music together. Uses Backbone.js, Express, Socket.io, MySQL, and ffmpeg.

Remotely Operated Underwater Vehicle (ROV)

Wrote on-board software in C++, and remote control software in Java. Both programs communicate over serial with my own protocol.

Multiplayer Platform Game Engine

Used C++ and SFML to create a networked multiplayer 2D platform game engine.

3D Engine

Used C++ and DirectX 9 to create a 3D engine. Loads BSP map files from *Quake III*, rendering textures and shadow maps, with collision detection.

SKILLS

Languages: C++, C#, Python, Java, Javascript, Typescript, SQL, HTML/CSS

Platforms: Angular2, Node.js, Backbone.js, jQuery, Qt4, SFML, Django

Tools: Unity, Vim, Sublime Text, Eclipse, Visual Studio, XCode

AWARDS

Grand-Prize Winner for the international Google Code-In – 2012

For [UX contributions](#) to *Hedgewars* using C++ and Qt4. Won an all-expenses-paid trip to Google's headquarters.