

Oliver Barnum.com

Software Engineer

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Objective Seeking full-time Software Engineering roles. Graduating December 2017.

Education

Rochester Institute of Technology 2013—Dec 2017
B.S. in Game Design and Development GPA 3.4
Focus on Computational Linguistics

Universität Paderborn Summer 2014
Game Design Study Abroad

Skills and Frameworks

C++, Ruby, JavaScript, Python

OpenGL, Unity, Node, Puma, Angular

MySQL, MSSQL, Mongo, Redis

Photoshop, InDesign, Illustrator

Experience

Apple Software Engineering Intern Summer 2017
Added features to the deployment pipeline of iOS/macOS/tvOS/watchOS projects. Elevated code quality of entire project to increase livability and extendibility.

FactSet Research Systems Software Engineering Intern Summer 2016
Developed a Puma, Sinatra, MSSQL, and Angular project management application for identifying bugs and managing dependencies. Engaged with internal APIs and Heroku from a Red Hat environment.

Freshop Software Engineering Intern Summer 2015
Saved 25 man hours a week by automating product price updates through the MySQL and php backend to the Angular frontend. Utilized OCR library to automatically create price webpages from pdfs.

Projects

Realtime Game Server Spring 2017
Developed a multiplayer server for an arena ninja game utilizing Socket.io. Learned how to implement client-side prediction and manage connections to live games.

Plantlife and Plate Tectonics Simulation Website 2016—Present
Built a Node, Express, Angular app to host my Plantlife and Tectonics simulations within Heroku. Created simulations that model the evolution of plant automata atop shifting tectonic plates using flood fill, blob continuity, and metaball algorithms. Different simulation prototypes built in JS and C++.

Leadership

Co-Founder @ Caps and Hammers capsandhammers.com 2015—Present
Created, play-tested, and manufactured a strategic cold war card game that has sold hundreds of copies. Learned how to develop an idea into a finished product and how to market it effectively.

Amazon Web Services and Heroku Seminar Series 2016
Taught seminar series on using Elastic Beanstalk/Heroku, EC2, Route 53, and S3 to develop webapps.

JavaScript and ES6 Seminar Series 2015
Taught seminar series on the new ES6 features and on the syntax and history of JS.