

Paul Doyle

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Work Experience

- GREE International, Inc.: Software Engineer** (February 2015 - Present)
- Feature development, bug fixing, and refactoring and tech debt management for live mobile games
 - Android memory and performance profiling and optimization
 - Communicate with QA and game design teams to plan and design best engineering solutions
- Tapestry Solutions: Part-Time Software Engineer** (June 2014 – February 2015)
- Adobe Flex GUI development for planning and logistics software used by the government
 - Refactor and improve existing code base while fixing bugs and implementing new features
- Hewlett-Packard: Software Engineering Intern** (June – September 2013)
- Port printer network card testing software from Unix C environment to C++ in Windows
 - Communicate with international teams to determine needs and resolve technical questions
 - Independently manage time and project goals and requirements
- Amazon SLO: Junior Software Developer** (June 2012 – May 2013)
- Website maintenance and support for CreateSpace.com and kdp.amazon.com
 - New feature development on the websites (both back and front end) including site-wide search
 - Interactions with customer support and other Amazon teams to diagnose and solve problems

Technical Projects

- Android Application Development: Personal Picture Index** (December 2013 - January 2014)
- Built a customizable picture dictionary application for assistance for the speech-impaired
 - Interfaced with Android services like text-to-speech, camera interaction, and SQLite databases
- Android Application Development: Penguin Puzzler** (October – December 2013)
- Worked with a small multi-disciplinary team to produce a puzzle game for Android in 6 weeks
 - Learned concepts and design considerations for Android OS and
 - Crafted game mechanics and 16 levels that teach players skills through the puzzles' structure
- Advanced Rendering Techniques: Ray Tracer** (March – June 2013)
- Built a ray tracer in C++ using GPU parallelism on NVidia's CUDA programming platform
 - Implemented shadows, reflections, refraction, anti-aliasing, and Monte Carlo path tracing
- Software Engineering Project: Brawl!** (January - June 2013)
- Collaborated with a team of six to design and build a software version of a card game called Brawl!
 - Produced a technical specification and various other documents to track planning and progress
- Real-Time 3D Graphics: Video Game project** (January – March 2013)
- Led a team of five designing and writing a 3D platforming video game in C++ using OpenGL
 - Learned the basics of 3D graphics techniques (texture mapping, view frustum culling, cell shading, etc.)

Education

California Polytechnic State University, San Luis Obispo

Computer Science Major, Music Minor
Major GPA: 3.10

Graduation Date: December 2014
Overall GPA: 3.11

Skills and Interests

Programming Languages

- Significant experience: Java (mostly Android)
- Moderate experience: C, C++, JavaScript
- Some experience: ActionScript, CUDA, Python

Hobbies and Interests

- Video games journalism and game design, computer graphics, mobile development
- Japanese animation and video games (currently learning Japanese)