

Gregory D. Stula

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github.com/gregstula

Education

B.S. Computer Science

Oregon State University
(2019 - Present)

B.A. Economics

University of Colorado
(2010 - 2014)

Skills

Programming

C++
Objective-C
Swift
JavaScript
Python
Ruby

Data & Analysis

PostgreSQL
MySQL
Excel

Framework Experience

Qt
SwiftUI
UIKit
Flutter

Tools & Technology

Git
MacOS + Xcode
Visual Studio
Linux
Jira
Salesforce

Work Experience

Uber Eats • Miami • FL

(June 2019 - Feb 2020)

Operations Coordinator

- Wrote spreadsheet extension in Google App Script to sync SKU assets acquired from an Anheuser-Busch partnership
- Ran menu experiment and analysis that drove action which resulted in 25 partners receiving their first alcohol orders on the platform
- Developed auditing and build tools to provide rapid onboarding support for liquor store launches in the Tampa and Orlando market
- Developed a prototype website in ReactJS for partners to edit their menus

Florida Land Investments LLC • Miami • FL

IT Technician

(June 2016 - June 2019)

- Developed marketing website in coordination with sales teams in Shanghai
- Worked on sales materials for clients and contractors

Unify GmbH & Co. KG. • Boca Raton • FL

Intern for Development Labs

(Nov 2015 - May 2016)

- Worked on Unify Circuit iOS client for unified enterprise communication
- Reduced technical cost for adding beta features to the application
- Worked on bug fixes from assigned stories in Scrum environment
- Developed an Objective-C code formatter in Ruby that ran as pre-commit hook that was deployed to the entire iOS team

Analytikus • Miami • FL

Business Intelligence Intern

(Aug 2015 - Nov 2015)

- Co-developed ETL process for moving client data sources to a SQL Server database
- Translated ETL documentation from Spanish to English
- Worked in fully bilingual environment, mostly in Spanish

Personal Projects

Quick Snake

github.com/gregstula/quick-snake

A fast-paced snake-like game for the UNIX terminal

- Written in modern C++17 with ncurses
- Cross platform, works for both Linux and MacOS

Chip8

github.com/gregstula/chip8

A Chip-8 Emulator for the PC

- Cross platform written in portable C++17 with SDL
- Capable of interpreting and running applications written for the Chip-8 VM.