

PHILLIP COHEN

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2309 Shady Creek Dr. / Richardson, TX 75080

Objective: Seeking a position at a technology company that builds top-notch products.

Education



AUSTIN
COLLEGE

Class of '13; Computer Science/Sociology
Presidential Scholar; 3.9 GPA



Class of '09; Top 6%, 2290 SAT
National AP Scholar, AcDec

Work/Experience

- **Groovy-on-Grails development for Self-Evident Enterprises.** [2010-2011]
 - Lead developer for the company's entirely new sales CRM tool. (Startup environment)
 - Involved in all levels of the development stack: database architecture, server-side code, web UI, and the Windows desktop client (C# and SQLite).
 - Designed and implemented the application's JSON API; assisted other developers in using it to create the tool's iPhone app.
- **Objective-C development for the Austin College iPhone App.** [2010-2011]
 - Created the faculty list parser and the restaurant guide, which automatically downloads and geolocates a remote list of restaurants.
- **Java Development for Atlas-Copco, a large drilling magnate.** [Jan 2010]
 - Created a service-exchange system with other students for an Extreme Programming class.
- **C++ Development for Skulltag, a major open-source Doom II port.** [2006-2010]
 - Created a new network protocol which lets server administrators remotely control their servers using a fast, lightweight client. Documented and published the protocol.¹
 - Also wrote the first client (c++/native win32).
 - Wrote support for the Logitech G15 keyboard's built-in LCD screen.
 - Redesigned the server management UI, the in-game HUD, the voting and scoreboard screens, and the entire setup experience.
 - Created the project's wiki and press releases. Served as project lead for 2 years.

Skills

C#, Java, Groovy/Grails, Redis, Objective-C, JavaScript, SQL, C, C++, Win32, PHP, Assembler
Eagle Scout

¹ http://www.skulltag.com/wiki/RCON_protocol