

Robin Cooper

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FULL-STACK SOFTWARE ENGINEER | DEVOPS ENGINEER | GAME DEVELOPER

A talented, dynamic Software Engineer with strong expertise in network security, software development, and user experience. Adept at interfacing with customers, ensuring their immediate needs are met. Skilled at working independently or within a team environment.

TECHNICAL SKILLS

Software Development

- **Languages:** Bash, C, C++, C#, Haskell, HTML/CSS, Java/Groovy, JavaScript/TypeScript, Python, Ruby, Rust, Scheme, SQL
- **Frameworks:** Django, Flask, Ruby on Rails, Vue
- **Freq. Used Tools:** Git, Emacs, PyCharm, PDB, Docker, Command Line

Software Engineering, Architecture, and Design

- Project Management: Agile, Scheduling, Estimation, Risk Analysis
- Requirements Collection, Usability
- Test-Driven Development, Unit Testing, Integration Testing, Stubs & Mocks
- Databases (Relational & NoSQL): especially PostgreSQL, MongoDB
- Design Patterns & Refactoring, Meta-programming, OOP, Functional

DevOps

- Amazon Web Services, EC2, Lambda, CloudFormation, RDS, etc
- Continuous Integration, Jenkins, JIRA, GitHub
- Linux Administration (Arch, Ubuntu), Systemd, Cron, Iptables, Docker

PROFESSIONAL EXPERIENCE

Software Engineer (Automation Team) - Tenable Network Security 2017 - 2019

Collaborated remotely on an Agile team of ~9, maintaining a PyTest/Selenium integration test framework and related tools. Monitored their deployment and execution in Jenkins.

- Refactored and maintained Scanblaster, a legacy "fake" Nessus-scanner service written in Groovy
- Designed and built custom Slack integrations for PagerDuty on AWS, widely used within the company

Indie Game Developer - Kentucky Fried Pixels Game Jam - "Kaiju Claim" 2018

Independently designed and published a video game in one month using the Godot game engine.

- Play-tested the game with strangers to analyze and improve the player experience
- Published and sold the game in a bundle with other jam participants, sharing the revenue with them

Web Application Developer - Humana (via Brooksource) 2016

Developed a platform that lets employees earn virtual "badges" by completing learning activities, leveraging Mozilla's OpenBadges spec and the TinCan API.

- Delegated and planned work within a small Agile team.
- Responsible for the design and construction of the front-end UX using Bootstrap and Knockout.js
- Filled many roles in the project (triage of user-reported bugs/feedback, back-end development with C# and SQL Server, architecture, documentation, milestone planning)

Indie Game Developer - Ludum Dare 34 Jam - "Beanstalkers Extreme" 2015

Created a video game from scratch in a single weekend as part of a global competition.

- Coded it with a teammate in C# using the Unity game engine
- Achieved rank 10th in theme and 14th in humor out of 2870 entries!

Senior Project: Rose-Hulman Alumni Perks App 2013 - 2014

Collaborated as a team of four to plan and implement a year-long project for the alumni office. Collected app requirements and managed scope with a non-technical client.

- Created native Android & iOS apps to display local alumni discounts
- Created a Ruby on Rails server to manage and distribute discount information to the app

EDUCATION

Bachelor of Science in Software Engineering | Domain Track: Artificial Intelligence & Security

Rose-Hulman Institute of Technology, Terre Haute, IN