

Experience

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| Software Engineer | Thumbtack | June 2014 - Present |
| <ul style="list-style-type: none">Designed and implemented product changes designed to improve the core customer-professional matching system, including user-facing onboarding flow changes, re-evaluation of the incentives system, and criteria changes for the notification systemWorked with and on custom A/B testing system, ensuring product changes were measurably and significantly beneficial | | |
| Technical Intern | Nebula | June 2013 - August 2013 |
| <ul style="list-style-type: none">Enhanced Python-based unit and functional test suite to allow for quicker testing and the production of succinct but informative test results and code coverageImplemented Collectd plugins to visualize physical and virtual machine usage through the Graphite realtime graphing system, allowing developers to easily identify when and where problems occur in the systemRedesigned disk image building system (porting it from Python to Make), removing redundant operations and enabling partial builds, drastically reducing the build time in a key part of the system | | |
| Summer Technical Analyst (Mobile Group) | Bank of America | June 2012 - August 2012 |
| <ul style="list-style-type: none">Designed and prototyped a secure file syncing application for iOS utilizing an internal cloud storage platformBegan investigation into automated testing for the iOS team using Xcode's built-in toolingConfigured internal Q&A platform for mobile development information dissemination with custom SSO integration | | |

Education

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| Ewing, NJ | The College of New Jersey | August 2010 - May 2014 |
| <ul style="list-style-type: none">BS in Computer Science with a 3.73/4.00 GPACourses include: Artificial Intelligence, Advanced Algorithms, Microcontrollers, Cloud Computing, Computer Graphics, HCI | | |

Projects

- Hackskell** — Winter 2014 — <https://github.com/goakley/Hackskell>
- A set of (Haskell) tools for targeting Hack, a Harvard architecture machine
 - Uses a basic LL parser for building internal representations of the applicable languages
- Centivize** — September 2013 — <https://github.com/goakley/centivize>
- Enables users to put a price on their tasks; failing to complete a task forfeits that money to charity
 - Entire system flow designed and built in 48 hours during the PennApps hackathon
 - Implemented using Node.js (Express framework), Redis, Dwolla payments API and Mozilla Persona for authentication
- Ray Tracer** — Fall 2013 — <https://github.com/goakley/ray-tracer>
- Uses real-world lighting and wave physics concepts to realistically render 3D scenes
 - Use of 3D transformation with vector/matrix manipulation allows for complex camera views
 - Basic scripting language provides a method for creating detailed scenes independent of the engine
- Project Spin** — June 2013 — <http://glenoakley.com/pspin>
- HTML5 game in which the player attempts to match actions to the beat of the music
 - Original design and prototype completed in 48 hours during the Global Game Jam 2012
 - Takes advantage of the Web Audio API for advanced audio processing and timings

Affiliations

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| Engineering Fellow | Kleiner Perkins Caufield Byers | 2013 |
| Student Chapter Board Member | Association for Computing Machinery | 2011 - 2014 |
| Board Member | TCNJ Magic Circle Game Design | 2011 - 2014 |

Technologies

C, Python, Haskell, JavaScript, Bash, OpenGL, Git, AWS, Redis, Node.js, Make