

DAVID DOBMEIER

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EDUCATION

Master of Science in Computer Science January 2016 - December 2017
University at Buffalo, CGPA: 4.00/4.00
Sigma Alpha Pi, Honors College, UBHacking, ACM, IEEE, Robotics, Schussmeisters

Bachelor of Science in Computer Science August 2013 - December 2016
University at Buffalo, CGPA: 3.79/4.00

TECHNICAL STRENGTHS

Systems	VMware VSphere, Citrix XenServer, Windows Server, Linux/Unix
Hardware	Cisco Routers, Switches, WAPs, ASAs, Netgear Switches, ShoreTel PBX EMC SAN, Workstations, Servers(HP, Dell, IBM), Printers, Plotters(Canon)
Software	Exchange, IIS, AD, Office Suite, Citrix, Cisco IOS, PDQDeploy, Wireshark
Programming Languages	C/C++, Go, Python, Shell Scripting, Java, Ruby
Networks/Protocols	LAN/WAN, TCP/IP, DNS, DHCP, NAT, SNMP, SMTP, FTP, VPN, HTTP

PROJECTS

UB Autograder Developed and supported a distributed autograding solution for the CSE department capable of grading 5000+ student submissions per hour

Hologram Generator Designed and built a device and game engine to allow vintage games to be played in 3D space for a hackathon

802.11 Rate Adaptation Designed an application and testbed to research the performance-power trade-offs in modern smartphones

PROFESSIONAL EXPERIENCE

Uniland Development Company Amherst, NY
Systems Administrator July 2012 - Present

- Analyzed computing and network needs in order to implement appropriate solutions within the organization
- Administered servers, workstations, phones, remote locations and recommended future upgrades
- Researched and implemented a Disaster Recovery procedure including a solution that would allow all services to be available within 5 minutes regardless of the disaster scale
- Virtualized major servers to allow for more cost effective, centralized upgrades as well as improved redundancy in the event of a hardware malfunction
- Implemented a new procedure of remote software deployment and master images for simple and seamless upgrades of user workstations in addition to reliable asset tracking
- Worked closely and effectively with users to provide efficient technical support and informative documentation for hardware and software systems.

University at Buffalo Buffalo, NY
Development Team Lead August 2015 - Present

- Lead a team in developing an autograding system capable of detecting academic integrity violations and providing language agnostic real-time feedback for coding assignments
- Developed the back-end distributed system in python which allowed jobs to be dispatched onto a scalable cluster of servers for efficient and reliable processing
- Ensured the servers and infrastructure were capable of supporting the daily load of 2500+ students and prepared for future scalability with increased performance and stability

University at Buffalo Buffalo, NY
Undergraduate Teaching Assistant February 2015 - Present

- Designed homeworks/projects, performed grading, and instructed students both in group settings and 1-on-1 in Modern Networking, Data Structures, Intro to the Internet, Intro to CS I, and Intro to CS 2