

ROBERT NEFF

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EXPERIENCE

Software Engineer – Interfaces 📅 Feb 2024 – Present

Peregrine 📍 Remote

Senior Software Engineer – Full Stack 📅 Jan 2023 – Feb 2024

Software Engineer – Full Stack 📅 Nov 2021 – Dec 2022

Tilt 📍 Remote

- Built out HRIS integrations for automated company and pay data sync, bringing on \$1M+ in pipeline sales immediately post launch.
- Wrote login, MFA and SSO authentication endpoints in relaunch of login experience, simplifying the process while ensuring security.
- Worked on improving developer productivity and CI pipeline via Docker, GitHub Actions, automated testing and utility scripts.
- Defined team patterns, code review standards and infrastructure project prioritization as driver of the backend guild.

Student Project Mentor – Python, C# & Unity lessons

📅 Feb 2021 – May 2022

Curious Cardinals 📍 Remote

- Coached and tutored gifted middle school to college freshman students in project development and execution via weekly live video instruction.
- Designed interactive education sessions to teach programming basics and game design fundamentals.

Athlete – All Around Gymnast (all six men's events)

📅 2011 – 2022

USA Gymnastics 📍 Colorado Springs, CO

- Full-time athlete who competed globally each year, recently at US Olympic Trials for Tokyo 2020.
- Constructed comprehensive training plans to maximize skill progression.
- Exerted extreme attention to details and discipline in training, recovery, and nutrition.
- Received constructive feedback about performance and adjusted as needed.
- Demonstrated task focus through consistent competitive results in high pressure situations.

Teaching Assistant – CS 146: Introduction to Game Design and Development 📅 Sep – Dec 2018

Stanford University 📍 Stanford, CA

- Created introductory tutorials on Unity Game Engine and C# for first time users.
- Advised student groups on video game topics spanning 2D/3D Art, Audio, User Interfaces, Production, Narrative Design, Marketing, and Publishing.
- Served as Corporate Relations Liaison between students and industry mentors.

HELLO

Software engineer and recently retired professional gymnast passionate about digging in to tricky problems, automating everyday tasks for developers and security. I have experience building endpoints with Django/DRF, frontend components with React/Typescript and migrating/deprecating legacy code.

LANGUAGES

Python Django/DRF Typescript React
PostgreSQL Docker Git C/C++ C#

Professional proficiency German

EDUCATION

Stanford University

M.S. Computer Science

📅 2019

B.S. Computer Science

📅 2018

General Assembly

Certificate React Development

📅 2021

HONORS & AWARDS

US Junior & Senior National Team Member

📅 2013-2014, 2017, 2019-2022

Pan American Games 3x Silver Medalist, Taipei
World University Games Competitor

📅 2017, 2019

Stanford Men's Div. I Gymnastics Scholarship
Athlete

📅 2015 – 2018

6x NCAA All-American including 2x National
Champion titles on Horizontal Bar

📅 2015 – 2018

Nissan-Emery Award Finalist (annual recognition
to nation's top men's gymnast)

📅 2018

NCAA Post-Graduate Scholarship Recipient

📅 2018

Software Engineer Intern – Pokémon Go & Ingress Prime

📅 Jun – Sep 2018

Niantic Inc. 📍 Sunnyvale, CA

- Assisted in implementing client-side point-of-interest submissions in Pokémon Go and Ingress Prime using C# and Unity.
- Wrote Android native plugins for Unity.
- Developed feature for Korean and Brazilian user launches during internship.
- Supported Scrum-based development sprints and launch cycle for new capability introduction.