

Steven Brunwasser

<http://brun.ws>

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Education

Rochester Institute of Technology; Rochester NY
BS in Computer Science, Minor in Deaf Studies

September 2010 – May 2014

Experience

DoorDash Inc.; iOS Software Engineer
iOS Mobile Infrastructure

March 2017 – October 2017

Google Inc.; iOS Software Engineer
Payments, Hands Free

January 2016 – March 2017

Apple Inc.; iOS Software Engineer
iOS Apps & Frameworks, Productivity Apps, Contacts

January 2015 – December 2015

Apple Inc.; Intern
iOS Apps & Frameworks, CloudKit & iOS Spotlight Search

June 2014 – December 2014

Apple Inc.; Intern
iOS Apps & Frameworks, UIKit

June 2013 – August 2013

Apple Inc.; Intern
iOS Apps & Frameworks, UIKit

June 2012 – August 2012

Knowledge

Objective-C	Swift	C	C++	C#	Go	Ruby	Python
Haskell	SML	F#	Scheme	MIPS Assembly			Lambda Calculus
Unidirectional Dataflow		Functional Programming		Functional Optics			Reactive Programming
Conversational in American Sign Language				Learning German			Learning Linguistics

Personal Projects

<http://github.com/altece> <http://brun.ws/projects.html>

Cobbler

A Primitive C Object System using macros to implement inheritance and build a dynamic object system a la Objective-C.

Reggie the Regex Parser

A Regular Expression Parser

Builds a Non-Deterministic Finite Automata (NFA) from a Regular Expression and allows for pattern matching against strings.

Graphing

Published on the iTunes App Store

iOS Graph Theory Toy to play with graph isomorphism and planarity for Discrete Mathematics' Graph Theory.