

# jake robinson-lieberman

software engineer

## contact

904 Hinman Ave. #2G  
Evanston, Illinois 60202

(847) 845-6974  
jake@jakerl.com

jakerl.com

## language

english - native  
spanish - proficient

## development

Objective-C  
C, C++, Java  
UNIX, Git  
LaTeX, HTML/CSS

## class projects

### UNIX/Linux Programming

- Interpreter & Compiler
- Client-Server Model
- Web Parser/Filter

### Operating Systems

- UNIX Shell
- Job/CPU Scheduling Simulator

### Artificial Intelligence

- Slide Puzzle Solver
- Sudoku Solver
- Reinforcement Learning Simulator

### Computer Systems Engineering

- Graphical Circuit Simulator

### Multidisciplinary Design

- FPGA Client-Server Application

## education

**The University of Dayton** - Dayton, Ohio  
Computer Engineering - Bachelor of Science  
Computer Science - Minor

August 2011 - May 2015

**Loyola Academy** - Wilmette, Illinois

August 2007 - May 2011

## experience

**Reveel** - Chicago, Illinois

November 2015 - January 2016

*Contract iOS Developer*

- Developed first release of location-aware application from the ground up alongside remote developer within one month.
- Utilized MVC pattern using Model and View Controller classes with Storyboard and Xib files.
- Built Manager singletons to call REST API, leveraging AFNetworking to make HTTP requests, Mantle to transform JSON responses into Model objects, and parametrized blocks to manage method results.
- Created complex screens with UITableViews, each consisting of custom UITableViewCell Xibs.
- Handled server errors globally with user-facing messages by localizing server response strings.

**Stand4** - Boca Raton, Florida

May 2015 - August 2015

*Community Manager*

- Increased user engagement and satisfaction by guiding product decisions alongside continuous, strategic communication with users.
- Filtered all user-facing messages and communications to ensure a unified company voice.
- Improved app store optimization as much as 16 search ranks by identifying target keywords, writing a calculated app description, and successfully encouraging app store reviews.
- Organized user satisfaction campaigns including marketing collateral sent to users worldwide.

**MineMe** - Boca Raton, Florida

July 2015 - August 2015

*Front-End iOS Developer*

- Built front-end of iPad application that generates a Minecraft style face from a user's picture.
- Implemented camera functionality with AVFoundation and a repurposed custom Xib file.

**Stand4** - Boca Raton, Florida

May 2014 - August 2014

*Lead iOS Developer, Internship*

- Developed iOS application that allowed users to create a profile, take in-app actions linked to nonprofit organizations, and post comments and pictures to a public stream.
- Utilized Parse for database management and scalability, CocoaPods for dependency management, TestFlight for internal testing, and Git for source control.

## leadership

**Flyer Innovations** - The University of Dayton

January 2014 - January 2015

*Chief of Operations*

- Managed and maintained internal structure of think-tank-esque student-run organization.
- Established club's presence on campus with chariot races sponsored by Red Bull.
- Fostered entrepreneurial ideation through team-based activities and challenges.

**Men's Club Volleyball** - The University of Dayton

June 2013 - June 2015

*President*

- Oversaw logistics, budget, and coaching of club team nationally ranked in the top 25.
- Led team as floor captain to the club's first conference championship in over 10 years.

**Women's Club Volleyball** - The University of Dayton

September 2012 - June 2015

*Coach*

- Directed practices and matches, teaching high-level skills and strategies in each position.
- Led team as coach to a 14th place finish at national tournament.