

jake robinson-lieberman

software engineer

contact

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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.