
Jeremy Silver

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Course Developer Udacity Inc. Mountain View, California.

February 2015–January 2017

- Created *Gradle for Android and Java*, an online course with over 15,000 enrolled students, and part of the Android Developer Nanodegree built in partnership with Google.
- Instructor of *2D Game Development with libGDX* and *How to Make a Platformer Using libGDX*.
- Completed five Nanodegrees as a Udacity student, including the Android Developer Nanodegree, and the Machine Learning Engineer Nanodegree.

Course Manager Udacity Inc. Mountain View, California.

April 2014–February 2015

- Mentored students in numerous courses including *Intro to Data Science*, *Developing Android Apps*, *Software Architecture and Design*, and *Intro to Hadoop and MapReduce*.
- Led testing and quality assurance of *Intro to Machine Learning*, *Data Visualization*, and *Model Building and Validation*.

Hardware Laboratory Intern Allion USA, Portland, Oregon.

January 2014–April 2014

- Built stages of a machine vision pipeline for real-time processing of high speed camera output.
- Invented a class of ternary/ n -ary codes with desirable Hamming distance properties.

Scientific Applications Intern Apple Inc. Portland, Oregon.

June 2011–August 2013

- Developed novel algorithms with the Advanced Computation Group in the fields of sound compression, image compression, image enhancement, machine vision, and error correction coding.
- Created 3D scanning and printing laboratory and wrote tools for interactive markup of 3D meshes.
- Coinvented, prototyped, and wrote patent documentation for a novel image magnification algorithm. Collaborated on a real-time OpenCL implementation of the algorithm.

Senior Reactor Operator Reed Research Reactor, Portland, Oregon.

August 2009–May 2011

- As Requalification Supervisor, created and administered written and practical exams to the staff, gave training and requalification lectures, and founded an enrichment lecture series.
- Performed and supervised reactor power changes, calibrated radiation monitors, and performed neutron activation analysis experiments.
- Participated in control rod and fuel inspections, thermal power calibration, and refueling operations. Organized and performed recovery of a dropped fuel element.

Reed College BA, Physics. Portland, Oregon.

May 2011

- Thesis on the use of numerical differential equation solving and genetic algorithms to simulate and optimize human movement.
- Projects included measuring the temperature dependence of diode reverse bias leakage current, improvised synthesis of fullerenes using a welding power supply, and creation of an interactive computer model simulating the interaction and collision of charged particles.

Skills

- Python, Java, C, C++, Objective-C, Swift, SQL, HTML, CSS, and JavaScript.
 - Android, Google AppEngine, Polymer, OpenGL/CL/CV, libGDX, SKLearn, and NLTK.
 - Git, Mercurial, Gradle, Mathematica, MATLAB, LabVIEW, and L^AT_EX.
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