

# Moshe Berman

📧 Software Engineer  
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🔥 224988/moshe (~57k rep, top 0.35%)  
👤 MosheBerman (★1,700 on top 5 repos)

## 📦 Skills

[ ] Obj-C, 🐍 Python, 🍏 Swift, 📄 JavaScript, ♥️ VueJS, 📦 node.js, 🦀 Rust, C++

## 🔧 Experience

### SOFTWARE ENGINEER, FACEBOOK, NEW YORK, NY – MARCH 2019 - PRESENT

- Developed automation modifying **C++** in the **LLVM** compiler, built developer tools in **Python** for nullability analysis across codebase used by 1.3K engineers.
- Tracked automation progress using by writing a continuously deployed data collection and **Presto SQL**.
- Wrote **Rust** code to analyze dependency-graph, to improve compilation times and binary size.
- Optimized and measured FB iOS app startup times:
  - Added microbenchmark support to testing framework using the **Objective C runtime**.
  - Built continuous monitoring of Facebook iOS app startup times.
  - Modernized a legacy dependency-injection framework in FB app.
  - Removed deprecated **UIWebView** from startup codepath, replacing with high-performance alternative.

### SOFTWARE ENGINEER, OWAL, NEW YORK, NY – SEPTEMBER 2017 - MARCH 2019

- Reduced web app load times from over 3 seconds to under 1 second using **Chrome Dev Tools** to profile and **Webpack** configuration techniques.
- Took a prototype Python 2 / OpenCV app to production, refactoring from a single file, and adding features.
- Built a **tvOS** version of the same app, cutting hardware cost by about 60%.

### IOS ENGINEER, GAMECHANGER MEDIA, NEW YORK, NY – SEPTEMBER 2016 - MAY 2017

- Added push notifications to company's flagship app using **APNS** & Firebase SDK.
- Upgraded Jenkins servers to help transition the engineering teams from Swift 2 to 3.
- Shared domain expertise with release team to resolve **App Store code signing** issues.

### IOS FREELANCER, NEW YORK, NY – SEPTEMBER 2012 - JANUARY 2018

- Shipped over two dozen apps to the App Store, both on behalf of myself and for clients.
- Ported an astronomical calculations **Java** library to **Objective-C**, and released it as open source.
- Released several other **open source** projects, including a 2D game engine, and a calendar UI built on UIKit.

## 👤 Internships

### APPLE, CUPERTINO, CA – SUMMER 2015

- Built Continuity Clipboard for macOS and iOS.
- Learned a complex codebase quickly.
- Architected & built feature in just 3 months.
- The final product was **announced onstage at Apple's annual developer conference**.

### BROOKLYN COLLEGE, BROOKLYN, NY – JUNE 2014 - MAY '15

- Recruited by the CIO to build the college's app.
- Met with the CIO and Chief of campus security, successfully pitching digital campus IDs.

### THE NEW YORK TIMES – SUMMER 2013

- Worked on a team of 7 interns to build a venue review app.
- Coded in Objective-C, following Cocoa design patterns.
- Presented our team's project internally to 150 New York Times employees.

## 🎓 Education & Awards

- Computer Science at Brooklyn College, 2012-2016
- President, Brooklyn College Computer Science Society '14 - '15
- Apple WWDC Student Scholarship Recipient 2012 and 2016
- Sam Beller Scholarship Award for Entrepreneurship '13 and '14