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\documentclass[letterpaper]{deedy-resume} % Use US Letter paper, change to a4paper for A4

\begin{document}

%----------------------------------------------------------------------------------------
%	TITLE SECTION
%----------------------------------------------------------------------------------------

\lastupdated % Print the Last Updated text at the top right

\namesection{Noah}{Saffer}{ % Your name
\href{mailto:noah.saffer@wustl.edu}{noah.saffer@wustl.edu} |
\href{mailto:noah.saffer@gmail.com}{noah.saffer@gmail.com} \\ (973) 220-2114 | 48 Winthrop Road, Short Hills, NJ 07078
% Your contact information
}

%----------------------------------------------------------------------------------------
%	LEFT COLUMN
%----------------------------------------------------------------------------------------

\begin{minipage}[t]{0.33\textwidth} % The left column takes up 33% of the text width of the page

%------------------------------------------------
% Education
%------------------------------------------------

\section{Education}

\subsection{Washington University}
\subsection{in St. Louis}

\vspace{\topsep}

\textbf {College of Engineering \\
Dean's List \\
Cumulative GPA of 3.4}

\vspace{\topsep}
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```
\descript{Double Major}

\descript{BS in Computer Engineering}
\location{Expected May 2020 | St. Louis, MO}

\sectionspace

\descript{BS in Computer Science}
\location{Expected May 2020 | St. Louis, MO}

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%-----------------------------------------------
% Links
%-----------------------------------------------

\section{Links}

Github:// \href{https://github.com/Saffsanity}{\bf Saffsanity} \\
LinkedIn:// \href{https://www.linkedin.com/in/noahsaffer}{\bf noahsaffer} \\

\sectionspace % Some whitespace after the section

%-----------------------------------------------
% Coursework
%-----------------------------------------------

\section{Coursework}

\subsection{Undergraduate}

Introduction to Systems Software (361S) \\
\textbf{Computer Architecture I (260M)} \\
\textbf{Computer Architecture II (362M)} \\
Operating Systems Organization (422S) \\
\textbf{Computer System Design (462M)} \\
Object-Oriented Software (332S) \\
Cloud Computing with Big Data (427S) \\
Software Engineering Workshop (437S) \\
\textbf{Digital Systems Laboratory (465M)}

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%-----------------------------------------
% Skills
%-----------------------------------------

\section{Skills}

\subsection{Programming}

\location{Proficient:}
Java \textbullet{} C \textbullet{} VHDL \textbullet{} Python \textbullet{}
 C++ \textbullet{} Bash \\
\location{Significant Familiarity:}
Verilog \textbullet{} ExpressPCB \textbullet{} SQL \textbullet{} XML \textbullet{} Assembly
\textbullet{} HTML \textbullet{} CSS \textbullet{} Javascript \\
\location{Slight Familiarity:}
C\# \textbullet{} Vex Robotics \textbullet{} Xcode \textbullet{} Gamesalad

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\subsection{MADE IN \LaTeX}

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%-------------------------------------------------------------------------------
%        RIGHT COLUMN
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page

%-----------------------------------------
% Experience
%-----------------------------------------

\section{Experience}

\runsubsection{Amazon.com, Inc.}
\descript{| Software Development Engineer Intern}
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\location{Summer 2018 | Seattle, WA}
\vspace{\topsep}
\begin{tightitemize}
\item Twelve week internship in which I created and deployed software to production for Amazon Prime Video with one downstream consumer in production.
\item Created a directed acyclic graph to perform a pipelined workflow for Live Video and Just After Broadcast data. Furthermore, I helped the artwork team with their workflow, since I pioneered the live events workflow described above.
\item Integrated with young and volatile services within Amazon's newest generation of its video architecture.
\item Created end-to-end testing, integration testing and unit testing for all of the software created, including over 85\% unit testing coverage and over 80\% branch coverage.
\item Gave input on the high-level design of Prime Video's live events architecture within the Code Design Review (CDR) and Project Design Review (PDR) processes.
\item Defined in-production POJOs, abstract classes and interfaces.
\end{tightitemize}

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\runsubsection{Computer Design I and II}
\descript{| Head Teaching Assistant}

\location{2016 – 2018 | Washington University in St. Louis | St. Louis, MO}
\begin{tightitemize}
\item CSE 260M: After performing extremely well in a course meant for Juniors and Seniors as a Freshman, I was hired as a TA, and subsequently rehired for Spring 2018 as the head TA. I also helped students create FPGA designs including basic RISC processors and combinational logic
\item CSE 362M: After finishing with the highest class average as a Sophomore in a course meant for Juniors and Seniors, I was hired as the head TA. I worked with students to design a video output from an FPGA to VGA and write to the display via microcode commands for a RISC
\end{tightitemize}

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\runsubsection{Zatna LLC}
\descript{| Lead Programming Instructor}

\location{Summer 2017 | Martinsville, NJ}
\begin{tightitemize}

\item Taught high school and middle school children Intro to Electrical Engineering, Data Structures and Algorithms in Java, Python, C\#, Unity, Tynker and GameSalad.
\item I was promoted to the lead instructor position during the summer due to my excellent performance and ability to handle increased responsibility.
\end{tightitemize}

%--
% Projects and Achievements
%--

\section{Projects and Achievements}
\vspace{\topsep}
\begin{tightitemize}
\item Created a fully functional Bluetooth-to-VGA adapter with an FPGA that could display a character stream from a mobile app (VHDL, ExpressPCB, Cordova)
\item Created a 32-bit CPU using an FPGA that was based on a Simple RISC with microprogramming and expanded it in my free time (VHDL, Verilog).
\item Worked on a Vex bot with 8-way traversal using omnidirectional wheels (Vex)
\item Fully re-created the NES Classic Duck Hunt with Mouse support (Visual Basic)
\item Made a mobile app in HTML, CSS and Javascript and ported the app to mobile platforms with Cordova (HTML, CSS and Javascript)
\item Worked on 5 apps that were published to the Apple App Store (iOS).
\item First place in the Hardware portion of HackMHSII, the hackathon at Millburn High School where I created a VR skee-ball in Unity for HTC Vive within the 24 hour timeframe
\item Modified Microsoft Kinect 2.0 to use USB 3.0 and 12V power instead of the proprietary (\$50) Microsoft connector
\end{tightitemize}

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