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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
}

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% LEFT COLUMN
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%-----
% Education
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\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}

\descript{Double Major}

\descript{BS in Computer Science}

\location{Expected May 2020 | St. Louis, MO}

\sectionspace

\descript{BS in Computer Engineering}

\location{Expected May 2020 | St. Louis, MO}

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% Links

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\section{Links}

Github:// \href{https://github.com/Saffsanity}{\bf Saffsanity} \\\

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

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% Coursework

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\section{Coursework}

\subsection{Undergraduate}

Introduction to Systems Software (361S) \\\

Computer Architecture I (260M) \\\

Computer Architecture II (362M) \\\

Operating Systems Organization (422S) \\\

Computer System Design (462M) \\\

Object-Oriented Software (332S) \\\

Cloud Computing with Big Data (427S) \\\

Software Engineering Workshop (437S) \\\

Digital Systems Laboratory (465M)

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% Skills
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\section{Skills}

\subsection{Programming}

\location{Proficient:}

Java \textbullet{} Shell \textbullet{} C \textbullet{} VHDL

Python \textbullet{} C++ \textbullet{} \

\location{Significant Familiarity:}

Verilog \textbullet{} ExpressPCB \textbullet{} SQL \textbullet{} XML \textbullet{} Assembly

\textbullet{} HTML \textbullet{} CSS \textbullet{} Javascript \textbullet{} \

\location{Slight Familiarity:}

C\# \textbullet{} Vex Robotics \textbullet{} Xcode \textbullet{} Gamesalad

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% Experience

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\section{Experience}

\runsubsection{Amazon.com, Inc.}

\descript{Software Development Engineer Intern}

\location{Summer 2018 | Seattle, WA}

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\begin{tightitemize}

\item Twelve week internship in which I created and deployed software to production for Amazon Prime Video with a downstream consumer.

\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 Defined in-production POJOs, abstract classes and interfaces.

\item Integrated with adolescent 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 Participated by giving input in the Code Design Review (CDR) and Project Design Review (PDR) processes.

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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}

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% Projects and Achievements

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\section{Projects and Achievements}

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\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 Created a difference engine based on a Mealy-model finite state machine to calculate the peak of a polynomial function (VHDL, Verilog).

competition

\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

\end{tightitemize}

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