Jake Saferstein

12301 1st Helena Dr. Los Angeles, CA, 90049 310-871-7017

jakesafo@gmail.com

Computer Science Experience

Interned at Little Labs (Summer 2015, Winter 2016)

- Worked on The Martian: Official Game, available on the App Store
- Developed for iOS and Apple Watch in Objective-C

Built MyNote – (Hack@Brown, Winter 2016)

- Apple TV app that connects with a Myo arm band to allow the wearer to draw on the screen and present a slideshow using the app
- Developed in Swift, uses the Myo API
- http://devpost.com/software/mynote-6kwr80

Worked on FoodMe – (Hack Harvard, Fall 2015)

- Apple TV app that connects with a Myo arm band to allow the wearer to draw on the screen and present a slideshow using the app
- Developed in Objective-C, uses the Yelp and Google Maps APIs
- http://devpost.com/software/foodme-dwt1p0

Created SoundBomber – (School project, Spring 2015)

- iOS app that allows user to send funny sounds to friends and from their Apple Watch to iPhone
- Built in Objective-C, uses Parse/Facebook login to manage friends

Developed Openpad for iOS (School project, Fall 2014)

- Built the iOS app for Openpad, which is a library that allows any game to use a phone as a controller easily.
- Built in Objective-C, uses TCP/UDP packets to discover the main game, and send controls over Wi-Fi
- http://openpad.github.io

Other Work History

Counselor at The Exploratory (Summer 2014)

- Worked as a counselor for The Exploratory maker space's summer camp
- Helped plan activities and the kids with projects such as 3D printing and woodworking

Teacher's Assistant at programming camp (Summer 2012, 2013, 2014)

 Taught Java to kids ages 12 to 15 for intro to programming summer camp at Harvard-Westlake High School

Education

2015-Present: Brown University, Providence, RI

Concentrating in Computer Engineering

2009-2015: Harvard-Westlake High School, Studio City, CA

- Graduated Cum Laude, 4.307 / 4.0 weighted GPA
- 3 years of computer science classes