Arthur Berman
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Medford, MA 02155

Education:

Tufts University, Medford, MA Class of 2016 – GPA: 3.60; Dean's List
Bachelor of Science in Computer Science, expected May 2016

Skills

Courses: Algorithms, Data Structures, Game Development, Internet-Scale Distributed Systems, Machine Structure & Assembly Language Programming, Operating Systems, Programming Languages, Web Programming.
Languages: C, C++, Haskell, Java, Javascript, ML, Python.
Frameworks/Tools: Bash, Flask, Jinja2, jQuery, LAMP Stack, Node.js, PyGame, Unity.

Projects

Bridge to the Moon - *Submission for Ludum Dare #30;* www.zigsfi.com/ludum.html
Build a bridge to the moon in this chaotic, addictive shooter, built in 48 hours for Ludum Dare #30 using Unity.

Echoes - *Submission for Music Hack Day Boston, 2013;* www.github.com/zigsfi/echoes
Pick your favorite song and fight to the beat in this game, built in Java.

Dead Squirrel Story - *Final Project for Game Development;* www.github.com/zigsfi/dss-game
Explore the randomly generated depths of the Tufts CS building in this rogue-like adventure, built for Android.

Awards and Honors

Kayak Prize for Most Original Project - *LearnLaunch Hackathon, July 2014*
Echonest Prize for Best Use of the Echonest API - *Music Hack Day Boston, November 2013*
Dixon Award for Junior Sportsmanship - *Edgartown Yacht Club Sailing Program, August 2012*

Work Experience

Invaluable LLC, Allston, MA
Summer Associate - May 2014-August 2014

- Designed and implemented a monitoring system to track web applications.
- Developed a RESTful API to consolidate monitoring data from third-party tools.
- Achieved fluency in Python back-end development using the Flask framework.

Tufts University, Medford, MA
Teaching Assistant: Programming Languages - September 2014-Present

- Explain topics including Functional Programming, Type Systems, Anonymous and Higher Order Functions, Pattern Matching, Type Inference, First Class Functions, Recursion, Side Effects, and Logical Programming

Teaching Assistant: Machine Structure & Assembly Language - September 2013-May 2014

- Answered questions regarding C Programming, Caching, Binary Representations of Data, Interface Abstraction, Assembly Language, and Machine Emulation.
- Developed methods for teaching complex/abstract topics in understandable terms.

Edgartown Yacht Club, Edgartown, MA
Sailing Instructor, Summers 2010-2013

- Collaborated with co-instructors to create lesson plans and develop curricula.
- Educated children in both basic and advanced sailing and water safety skills, in both group and individual settings.
- Maintained sailing program facilities and equipment.

Other Interests: Competitive Sailing, Guitar, Rock Climbing, Public Speaking.