

Hello, I'm Atara Weinreb.

I specialize in the intersection of the disciplines of design and engineering and primarily work on early-stage product design and development. I prototype at all levels of fidelity, whether via pen-and-paper, Figma, or live code, to take big ideas from concept to reality quickly.

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2017–2020
New York University
Computer Science / Design
Magna Cum Laude

- Javascript
- Swift
- Objective-C
- C#
- C++
- Java

- Unity3d
- Figma
- Photoshop
- Invision
- Sketch
- Illustrator
- Blender

2020
Grace Hopper Scholar

09.2019–12.2019
Facebook
Above and Beyond CS

07.2018–08.2018
Cornell x Microsoft
Summer Guild

Experience

06.2020–CURRENT
01.2020–05.2020
06.2019–08.2019

SNAPCHAT – DESIGN ENGINEER INTERN

- Prototyped a virtual world that encourages serendipitous, synchronous interactions within large friend groups.
- Implemented face tracking, animations, scene interactions, and Snapchat friending within the virtual world using Unity, Objective-C, Figma, ARKit, and Blender.
- Interfaced with other product designers to ensure thoughtful and coherent user experiences across the chat product.
- Prototyped support for custom voice overs, GIFs, Bitmojis, and music within the sticker editor.

DATADOG – SOFTWARE ENGINEER INTERN

- Built out several graphical visualizations with React and Redux to provide mission-critical application health and performance monitoring for customers.
- Built a tool to filter logs and processes by host and pod name.
- Added animations to color code spans across a distributed trace by container name.
- Collaborated with user experience designers on implementing a new navigation system and header across all pages of the app.
- Thoroughly unit-tested UI components using Enzyme and Jest.

TELADOC – IOS ENGINEER INTERN

- Used Swift to build a guided interface tool with various custom sounds and animations to enhance the app's medical consultation system.
- Designed all screens, assets, and user interactions with Sketch and InVision.