

# Joseph Katz

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## SKILLS

|                   |               |                 |                 |              |
|-------------------|---------------|-----------------|-----------------|--------------|
| <b>Ruby</b>       | <b>Rails</b>  | <b>SQL</b>      | <b>Java</b>     | <b>Swift</b> |
| <b>JavaScript</b> | <b>jQuery</b> | <b>React.js</b> | <b>HTML/CSS</b> | <b>Git</b>   |

## EXPERIENCE

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|---|-------------------------|
| <b>iOS Instructor - iD Tech, Stanford</b> | <b>June 16 – Aug 16</b> |
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- Held lectures that introduced essential programming concepts such as inheritance and loops in the Swift programming language to groups of 8.
- Inspired many students to pursue their game ideas, two of which included a Star Wars themed shooter game and a Pokémon: Go clone for the Stanford Campus.
- Earned a 4.6 out of 5 in student satisfaction during my last cohort.

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|--|------------------------|
| <b>Computer System Organization Grader - NYU</b> | <b>Jan 16 – May 16</b> |
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- Created Bash scripts that would test the 30 students' files against test cases and output their answer along with their code to check for both correctness and quality while saving time.

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| <b>Data Structures Tutor - NYU</b> | <b>Aug 15 – May 16</b> |
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- Used Java to teach the fundamental data structures to over 75 college students.

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| <b>iOS Developer - Rainbow Resources</b> | <b>Oct 14 – Nov 15</b> |
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- Implemented the Parse API to store data and used local storage to reduce the number of requests to the server by a factor of 5.

## PROJECTS

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| <b>Full-Stack Developer, Medium-Cup-Of-Joe (Rails, React.js, Megadraft.js)</b> | <b>  <a href="#">live</a>   <a href="#">github</a></b> |
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- Incorporated third party APIs to allow users to enter rich text stories and convert the state of the editor to sanitized HTML code.
- Managed the state of my website by implementing the Redux framework.

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| <b>Ruby Developer, Chess (Ruby)</b> | <b>  <a href="#">github</a></b> |
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- Utilized DFS to display the legal moves available for a selected chess piece to maximize user satisfaction.

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| <b>Front End Engineer, Blips (JavaScript, EaselJS)</b> | <b>  <a href="#">live</a>   <a href="#">github</a></b> |
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- Created custom physics engine to simulate gravity and collision detection.

## EDUCATION

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|--------------------|------------------------|
| <b>App Academy</b> | <b>Aug 16 – Nov 16</b> |
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- Intensive web development training program emphasizing pair programming.
- Teaches full-stack web development: Rails, SQL, JS, React, and design patterns.

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|---|--------------------------|
| <b>New York University - B.A. Mathematics (Cum Laude)</b> | <b>Sept. 13 – May 16</b> |
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- Minor in Computer Science
- Curriculum Highlights - Algorithms, Computer System Organization, Data Structures, Financial Mathematics, Computer Simulation, and Discrete Math