



# Julian V V Ceipek

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I strive to create [beautiful](#) experiences that [work](#) for [people](#).

## NOTABLE COLLABORATIVE PROJECTS

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A [virtual film festival](#) to encourage communities to [reinvent K-12 education](#) (in progress)

A user-research-driven [automatic documentation system](#) concept for "Makers"

A hardware accelerated [2d drawing library](#) for Python novices and experts

An open source multiplayer [real time strategy game](#) played on a toroidal surface



## EMPLOYMENT

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2013 [Codecademy](#). *Engineer Intern*. I helped invent and implement new and better ways for people to learn and teach programming.

2012 [Riparian Data](#). *Developer/Designer Intern*. I developed production code for a browser-based enterprise email client and co-designed the user experience.

2011 [Lexis Nexis](#). *User Experience Research Intern*. I developed and enhanced iPhone applications for the future of legal research.

2009-2010 [The Miami Valley School](#). *iPhone Application Developer*. I independently designed, developed, and delivered a web-connected iPhone app for parents and students.

2005-2007 [FIRST LEGO League](#). *Youth Mentor for Elementary Students*. I co-instructed a robotics team that achieved state-alternate status.

## EDUCATION

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2010-Present [Franklin W. Olin College of Engineering](#), Needham, MA.  
GPA 3.92. Candidate for BS in Engineering with a computing concentration

2004-2010 [The Miami Valley School](#), Dayton, OH.  
GPA 4.07. Participated in experiential "Immersion" program involving a self-designed iPhone course; construction of a computer running Debian Etch; and a trip to Ecuador, the Amazon Rainforest, and the Galapagos Islands

2009 [Stanford University EPGY Summer Program in Artificial Intelligence](#), Palo Alto, CA.  
Collaboratively created an effective computer chess opponent in LISP

## NOTABLE ACHIEVEMENTS

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2011 1st place in physical sciences division of [Ars Science Video Contest](#).

April 2010 1st place award for 3d model submitted to [Weta Workshop](#) (company that produced special effects for Avatar and Lord of the Rings)

2009 Lead antagonist in first authorized stage adaptation of [Dr. Horrible's Sing-Along Blog](#).

2004 1st place for stop-motion animation at [Oakwood High School 2004 Film Festival](#).

## DIGITAL TOOLS

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My favorite programming languages are [Python](#) and [CoffeeScript](#). I have written non-trivial programs in JavaScript, C#, Objective-C, LISP, OCaml, Ruby, C, MATLAB, BASIC, Java, and LabView and often experiment with new languages.

I use [Inkscape](#), [Blender](#), [Final Cut Pro Studio](#), and [Photoshop](#) on a regular basis.