WORK EXPERIENCE

Google

Software Developer
June 2015 - Present

Developing new features for Inbox on iOS.

Amazon

Software Developer Sept 2014 - May 2015

Crank Software

Software Developer, Intern Sept 2013 - Dec 2013

Sept 2012 - Dec 2012

IBM

Software Developer, Intern Jan 2012 - April 2012 Dec 2012 - Feb 2013

Jonar Systems Inc Web Developer Graphic Designer, Intern May 2011 - Aug 2011

PROJECTS

Outdo Workout

Loot Puzzle

Ray Tracer

Wordy Multiplayer

AWARDS

Top3IWant2See
Math Cents
Squiggle World

EDUCATION

University of Waterloo

Sept 2009 - June 2014

RMIT, Australia

Feb 2013 - June 2013

Courses

PERSONAL

Skills Interests beveloping new reactives for misox on 103.

Part of the Server Side Rendering team at Amazon Appstore for Kindle Fire devices. Created reusable UI and data components to enable more rapid feature development as part of a migration project. This increased cart conversion by 21% due to faster rendering times.

Created efficient algorithms for image manipulation tools to improve application render time by over 50%. Implemented a parser for PSD files to extract relevant information when importing PSD files into Storyboard. Worked on Storyboard tool that compares, differences and merges two or more Storyboard models automatically. Lead design R&D meetings for the development of a new RCP Storyboard application.

Worked on the Jazz Software web UI, creating new features and enhancements. Worked on a scripted setup, to create and populate a sample database for testing on a local eclipse client. Refactored existing Jazz framework to include breadcrumbs for simpler navigation. Participated in a weekend Bug Blitz in order to meet release deadline.

Created company website including customizable user profiles. Created educational Flash animations viewed by over 200,000 people, and used by professors across the USA. Created PSD mockups and translated them into working code. Designed conceptual interfaces for new software application.

Simple Workout Tracker app for iOS and Android, created in Haxe - www.outdoworkout.com

Great Canadian Appathon game submission (48 hrs)

www.itunes.apple.com/us/app/loot-puzzle/id861362583?mt=8

Full C++ Raytracer in two weeks, receiving over 100% with Honorable Mention www.dalyagershtein.com/css488.html

iPad game https://itunes.apple.com/us/app/wordy-multiplayer/id964739896?mt=8

Winner of Grand Prize + Fandango Challenge at **NBC Universal** Hackathon (11/2014)

Winner of Salesforce \$1M Hackathon, Heroku category mathbacon.herokuapp.com (10/2014)

Winner of Best Hack at HackWaterloo www.squiggleworld.com (04/2014)

Bachelor of Computer Science Honours, and Fine Arts Minor.

Two-time Gennum Corporation Scholarship Award winner for excellence in the pursuit of education, President's Entrance Scholarship for over 95% average.

Completed Bachelor of Animation courses while studying abroad in Australia

Computer Graphics, Software Design and Implementation, Artificial Intelligence, Algorithms, Operating Systems, 2D/3D Animation, Human Computer Interaction, Databases

Java, JS, HTML/CSS, Haxe, VIM, bash/zsh, Eclipse, IntelliJ, Xcode, Photoshop, Flash, Maya Grade 10 RCM Piano, Saxophone, snowboarding, 3D modelling, travelling, hacking, foosball