Julian Weiss

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EXPERIENCE

iOS Software Developer & Designer 2011-2016

- Created REVUU, Submarine, Catalyst on iOS App Store + the upcoming DribbleUp, Birdie, Pianote.

- Contributed to Giffage, Cold Open, Flogg, on iOS App Store, Smock on Mac App Store.

- Member of several developer communities + collectives, such as Walden NYC, Rinse Developers, Castor Applications, Hashbang Productions, The Appical.

- Developed, designed, and managed distribution for over 100 projects, several commercial tweaks, and open source components, such as Circlet, SaveGram, SUBLicenseViewController, Bluepicker.

- Low-level Cydia Substrate and jailbreak experience with several WWJC talks

- Over 1 million net users and 3k followers

Technology Speaker and Writer 2013-2016

- Medium (previously, personal blogs), Twitter, RocHack, WWJC (1, 2), YouTube

V.P. of iOS Product Dev. at Urlinq 2013-2015

- Won NYU Global Hackathon Grand Prize, 1st Place, for Alloy iOS

Google - YouTube Partner 2009-2013

- Wrote, filmed, produced over 250 videos

Community Java Developer 2011

- Created several Bukkit mod projects, tutorials

EDUCATION

University of Rochester 2013-2017

- Art New York NYC (4.0)

- Computer Science: The Science of Data Structures (3.0), Robot Construction (4.0), Discrete Math, Calculus 1A

- Design & Art History: Principles of Human-Computer Interaction (4.0), Aesthetics (3.7), Technologies of Art (4.0)

- Anthropology: Religion and Hip Hop Culture (3.3), Science, Magic, and the Occult from Antiquity to Newton (3.7), Materiality and Meaning (3.0), Justice and Equality (3.3)

- Other Notable Courses: Intro to Audio Music & Engineering (4.0), Music & the Mind (3.3)

Moorestown High School 2009-2013

- Computer Science Academic Achievement Award, 4.0 CS AP

- Udacity Digital University Certificate of Accomplishment with Highest Distinction (2012)

- iD Tech Camp with Orta Therox, Graduated in iOS Development Program (2011)

- Programming Club Founder, Robotics, Writing, Photography, Newspaper Club Member and Contributor

SKILLS

- Interface (UI), Interaction (UX) design
- Obj-C, Swift, Python, PHP, HTML, Java
- Creative, academic, professional writing
- Low-level, high-level Cocoa development

- Engineering, design, internship, startup leadership, freelancing, and consulting
- Audio and video production, film + music
- Public speaking, media, communication