JASON ISRAEL

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921 Bellefonte St ⋄ Pittsburgh, PA 15232

EDUCATION

Carnegie Mellon University   *May 2014*

    B.S. in Computer Science   Dean's List Fall 2011   Overall GPA: 3.1

    Member of Alpha Epsilon Pi

Thomas Jefferson High School For Science and Technology   *June 2010*

    Governor's Diploma

EXPERIENCE

Carnegie Mellon University, College of Fine Arts   September 2012 - Present

Research Assistant under Golan Levin   *Pittsburgh, PA*

· Working with Golan Levin to extend his Ghost Pole Propagator (http://www.flong.com/projects/gpp/) to render with ILDA Laser Projectors over a hundred square meter scale.

Intrepid Pursuits   May 2012 - August 2012

iOS Developer   *Cambridge, MA*

· Prime's Quest - "Unblock Me" style puzzle game due to release Winter 2012. Created the UI, and was also involved in most other game aspects.

· Jumblebook - Children's flipbook due to release Winter 2012. Created much of the initial architecture.

Federal Communications Commission   February 2010 - April 2010

Intern   *Washington, D.C.*

· Created a proposal for the modernization of Set-Top-Boxes.

New Road Partners   June 2008 - January 2010

Consultant   *Reston, VA*

· Worked with OpenCL before its release, iOS 2/3, and Ruby/MySQL; basically a multi-purpose programmer.

RELEVANT COURSEWORK

Computer Graphics	Computational Photography, Computer Game Programming, Computer Graphics
Computer Science	Great Theoretical Ideas, Parallel and Sequential Algorithms
Mathematics	Linear Algebra, Calculus in 3D, Probability Theory and Random Processes
Engineering	Intro to Computer Systems, Intro to Electrical Engineering, Physics 1

OTHER WORK

Augmented Reality Tower Defense   October 2012 - Present

· Looking to use Parallel Tracking and Mapping (PTAM) with OpenCV to draw a grid viable for a tower defense game in any space. Basically, a real-life "Desktop Tower Defense".

TECHNICAL STRENGTHS

Computer Languages (Extensive Experience)	C, C++, Objective-C, SML
Computer Languages (Minor Experience)	Python, Java, Ruby, C#, Javascript, HTML
Game Engines	Unity, Cocos2D
Tools	git, SVN, Vim, xCode