JASON ISRAEL

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1091 Morewood Ave ⋄ Pittsburgh, PA 15213

EDUCATION

Carnegie Mellon University *May 2014*
B.S. in Computer Science   Minor in Art History   Dean's List Fall 2011

Member of Alpha Epsilon Pi

Thomas Jefferson High School For Science and Technology *June 2010*
Governor's Diploma

EXPERIENCE

Rdio May 2013 - August 2013
iOS/Android Developer *San Francisco, CA*

· UI Developer for iPhone/iPad and Android Phones/Tablets. Major Projects included the Recommendations and Artist Program Sharing Features.

Intrepid Pursuits May 2012 - August 2012
iOS Developer *Cambridge, MA*

· Prime's Quest - "Unblock Me" style puzzle game released February 2013. Created the UI, and was also involved in level design and balancing, animation, beta testing, and marketing.
· Jumblebook - Children's flipbook released March 2013. Developed the initial architecture.

Federal Communications Commission February 2010 - April 2010
Intern *Washington, D.C.*

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

New Road Partners June 2008 - January 2010
Consultant *Reston, VA*

· Programming - OpenCL (prior to release), iOS 2/3, and Ruby/MySQL.

RELEVANT COURSEWORK

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

PORTFOLIO WEBSITE

· jaisrael.github.io

TECHNICAL STRENGTHS

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