

Jeffrey Snowiss

☎ +1 310 683 8551 • ✉ jasnowiss@gmail.com • 🌐 jeffsnowiss.com

Objective

- To obtain a full-time position in the field of software engineering.
Specific areas of interest include web development and mobile application development.

Education

- **University of California, Berkeley** Berkeley, CA
B.S. Electrical Engineering and Computer Science August 2011 – May 2015

Independent Projects

- **Bookin' It** (bit.ly/bookinit-game) August 2015 – February 2016
Created and launched a mobile game on the App Store using the Swift programming language. The process was a very interesting and stimulating experience, as I worked on every aspect of the game. I wrote 5000+ lines of code, and collaborated on the 100+ images and 15+ songs and sound effects.
- **SwellNow** (swellnow.com) June 2016 – Present
Built a surf forecasting website featuring real-time swell charts that pull data from NOAA buoys. I created the framework for the website with Ruby on Rails to display the charts, and configured the server that updates the charts in real-time. The site was co-founded by my friend and me.
- **"What If" Blackjack Simulator** (bit.ly/wibs-gh) March 2016 – April 2016
Substantially modified a simplified Java Blackjack program to include all the rules of a Vegas table. It also includes 15+ gameplay options to cover the various rule changes different tables use, as well as a simulator that can run millions of rounds with relative ease. The simulator can additionally run with nearly any playing and betting strategy that can be thought of.

Professional Experience

- **Professional Development Teaching Assistant** June 2014 – August 2015
University of California, Berkeley Berkeley, CA
Served as the lead teaching assistant for two summers to implement the Beauty and Joy of Computing (BJC) course. BJC is a variant of Berkeley's Computer Science 10 course designed to be taught by high school teachers across the country. As well, the BJC content is the foundation of the new AP Computer Principles course launching in 2017. I led discussions to over one hundred high school teachers, better preparing them to teach BJC. My other duties included creating the discussion materials, answering course questions, and recording feedback to better improve the course.
- **Undergraduate Student Instructor** January 2014 – May 2015
University of California, Berkeley Berkeley, CA
Taught two semesters of labs and discussions to over one hundred students for Berkeley's Computer Science 10 (CS10) course. I also worked one semester purely on course development. Lab is geared towards teaching students the fundamentals of programming, and discussion is geared towards explaining algorithms and the big ideas of computer science, as well as preparing students for exams. Since CS10 is a constantly evolving course, student instructors largely contribute to its development.

Technical Skills

- **Proficient In:** Java, Python, HTML, CSS, JavaScript, Mac OS X.
- **Experienced In:** Swift, Rails, Unix, Git/Github, C++, MATLAB, SQL, LaTeX, Adobe Illustrator.

Activities and Awards

- **Eagle Scout**, Boy Scouts of America Achieved June 2010
Refurbished a school science lab for my Eagle Scout Service Project, and have since become a Programming Merit Badge counselor.
- **Trumpet**, University of California Marching Band August 2011 – December 2014
Performed over 20 halftime shows, and spent two seasons teaching marching fundamentals and guiding marchers during practice.