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

Independent Projects

Bookin' It (bit.ly/bookinit-game)   *August 2015 – February 2016*
- Developed and launched a mobile game on the App Store using the Swift programming language.
- Integrated leaderboards, in-app purchases, tutorials, statistics, and advertisements with the gameplay.
- Wrote over 5,000 lines of code, and collaborated on over 100 images and 15 sound effects.

SwellNow (swellnow.com)   *June 2016 – Present*
- Built a surf forecasting website featuring real-time swell charts that pull data from NOAA buoys.
- Designed the framework for the website with Ruby on Rails to display the swell charts.
- Configured the server that utilizes Unix to run MATLAB and update the swell charts in real-time.

"What If" Blackjack Simulator (bit.ly/wibs-gh)   *March 2016 – April 2016*
- Revamped a Java Blackjack program to include all the rules of a standard casino table.
- Incorporated a simulator that can run millions of rounds with nearly any playing and betting strategy.

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.
- Directed discussions to over one hundred high school teachers, to prepare them to teach BJC.
- Created discussion materials, answered course questions, and recorded feedback to improve the course.

Undergraduate Student Instructor   *January 2014 – May 2015*
University of California, Berkeley   *Berkeley, CA*
- Instructed labs and discussions for Berkeley's Computer Science 10 course to more than one hundred students over two semesters.
- Produced course content, enhanced labs and discussions, and constructed a comprehensive exam archive over one semester.

Technical Skills

Proficient In: Java, Python, HTML, CSS, JavaScript, Mac OS X

Experienced In: Swift, Rails, Unix/Linux, 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 devoted two seasons teaching marching fundamentals and guiding marchers during practice.