

Jeffrey Snowiss

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Objective

To obtain a full-time position in the field of software engineering.

Specific areas of interest include web development, Java development, and mobile application development.

Education

University of California, Berkeley
Bachelor of Science in Computer Science

August 2011 – May 2015
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.