

# JEFFREY FABIAN

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## EDUCATION

**Columbia University, Columbia College**

**New York, NY**

*Bachelor of Arts, Computer Science and Psychology*

(Expected) May 2019

**Relevant Coursework:** Data Structures and Algorithms, Discrete Mathematics, Advanced Programming

**Awards:** QuestBridge College Prep Scholarship (2014), QuestBridge National College Match Scholarship (2015), Code2040 Fellow Finalist (2016, 2017), Dean's List (2016)

## ENGINEERING EXPERIENCE

**Entrepreneurs Roundtable Accelerator (ERA) - Convessa**

**New York, NY**

*Software Development Intern*

June 2017 – September 2017

- Automated personalized email marketing campaigns using a **RESTful API**
- Developed a payment application that fully integrated Amazon Pay in **Java** and **JavaScript**
- Researched consumer-facing business strategies, startup investor roadmaps from relevant competitors
- Evaluated behavior data in Google Analytics of over 55,000 users

## TECHNICAL PROJECTS

### **Amazon Pay Servlet**

- Powers an Amazon-hosted checkout flow that renders an Amazon widget (front-end), provides product data and account credentials, and parses callback (back-end)
- Technologies: Java, Javascript, jQuery, Jetty (Java Servlet Engine), AmazonPay API, AWS EC2 (Testing)

### **Mailjet Updater**

- Automatically updates email marketing contacts: constructing JSON objects with contact information, custom segmentation properties, and unique identifiers to programmatically update user information
- Technologies: Java, Mailjet API, crontab (Linux)

### **2D Game Development Tutorial**

- As a game development instructor, this tutorial series traverses through Unity fundamentals and concepts alongside the creation of a polished 2D clone of the popular mobile game, "Flappy Bird"
- Technologies: Unity, C#

## LEADERSHIP

**Columbia Game Design & Development**

**New York, NY**

*President*

January 2016 – January 2018

- Designed and developed video games using game engines such as Unity in **C#** and GameMaker Studio
- Organized presentations to teach game development concepts and demo engine mechanics

## SKILLS & QUALIFICATIONS

*Programming Languages:* Java (Intermediate), C (Proficient), C++ (Proficient), JavaScript (Proficient), C# (Novice)

*Spoken Languages:* English (Native), Spanish (Native)

*Certifications:* Google Analytics (GAIQ), Autodesk Inventor (Certiport)