

Jeffrey Fabian

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Education

Columbia University

New York, NY

B.A. IN COMPUTER SCIENCE AND PSYCHOLOGY

Expected May 2019

Relevant Coursework: Advanced Programming, Artificial Intelligence, Introduction to Cryptography

Awards: NYC Bar Thurgood Marshall Scholar (2014), QuestBridge College Prep Scholar (2015), QuestBridge National College Match Scholarship (2015), Dean's List (Fall 2016), Code2040 Fellow (2018), Palantir Future Scholarship Finalist (2018)

Experience

Autodesk

San Francisco, CA

SOFTWARE ENGINEERING INTERN, CLOUD PLATFORM

Jun. 2018 - Present

- Current engineer within the CloudOS team that seeks to build an end-to-end ecosystem for container-deployed applications using **Docker**, **Terraform**, and **Amazon Elastic Container Service** (EC2 and Fargate)

Entrepreneurs Roundtable Accelerator (ERA)

New York, NY

SOFTWARE ENGINEERING INTERN, CONVESSA

Jun. 2017 - Aug. 2017

- Developed an end-to-end payment application that integrated Amazon Payment services in **Java** and **JavaScript** - increasing revenue by over 30%
- Automated personalized email marketing campaigns using the Mailjet **RESTful API**
- Evaluated behavior data in **Google Analytics** of over 55,000 users - tailoring critical data points according to business objectives

Technical Projects

Blockchain Data Structure

May 2018

Technologies: JAVA, BITCOIN, BOUNCYCASTLE

- A fundamental local blockchain in Java based on the bitcoin protocol. Includes classes that represent blocks, transactions, wallets, and merkle trees

Netcat

March 2018

Technologies: JAVA, THREADS, CLI COMMONS

- A CLI Java chat application inspired by the Unix networking utility
- Project notes outline overarching concepts such as the TCP/IP protocol, sockets, and concurrent computing

Amazon Payment Servlet

August 2017

Technologies: JAVA, JAVASCRIPT, JETTY, AMAZON PAYMENTS API, AWS EC2

- Powers an Amazon-hosted checkout flow that renders an Amazon widget (front-end), provides product data and account credentials, and parses callback (back-end)

Leadership

Columbia Game Design & Development

New York, NY

PRESIDENT

Jan. 2016 - Jan. 2018

- Design and develop original video games using game engines such as Unity in **C#** and GameMaker Studio
- Organize presentations to teach game development concepts and demo engine mechanics