

# KADIE JAFFE

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## EDUCATION

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### UNIVERSITY OF CALIFORNIA AT BERKELEY – COMPUTER SCIENCE

B.A. COMPUTER SCIENCE, CHEMICAL ENGINEERING MINOR. FALL 2014 - FALL 2016.

### SANTA BARBARA CITY COLLEGE

FALL 2011 - SPRING 2014.

## EXPERIENCE

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### SOFTWARE ENGINEERING INTERN – KCURA.

CHICAGO, ILLINOIS – MAY 2016 - AUGUST 2016

- ✦ Learned and applied MVVM and MVC design principles to implement features for Relativity iOS application.
- ✦ Utilized MvvmCross framework to refactor existing code and separate business logic from UI.
- ✦ Proof of concept which employs Oracle OIT and PdfNet to convert multiple document types to PDF on iOS device.
- ✦ Real world Agile SCRUM experience e.g. stand ups, code reviews, Jira for sprint planning, defect tracking, velocity estimation, etc.

### SOFTWARE ENGINEERING INTERN – THE GO GAME.

SAN FRANCISCO, CALIFORNIA – DECEMBER 2015 - JANUARY 2016

- ✦ Developed proof of concept Android Wear Application and Android Application for Mobile.
- ✦ The two applications communicate with each other via data layer, read JSON documents from web.

### SOFTWARE ENGINEERING INTERN – A\*STAR INSTITUTE OF HIGH PERFORMANCE COMPUTING.

SINGAPORE – JUNE 2015 - AUGUST 2015

- ✦ Wrote a 3D model viewing program and 3D volume mesh generator using C++, OpenGL, GLSL, QT, and CGAL Library.
- ✦ Program reads .obj file into VBO data structure, renders model and facilitates real time user interactions, lights model via GLSL shaders.
- ✦ Iterated implementations to meet acceptance criteria and work toward more intuitive, user friendly solutions.

## SIDE PROJECTS

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### KADIE.ME – A BLOG BUILT WITH CSS, HTML, BOOTSTRAP AND JEKYLL.

- ✦ Sharing my summer 2015 travel experiences and 3D model viewer project in hopes of inspiring others to intern abroad.

### KDSNOTES.COM – A RESOURCE FOR ENGINEERING STUDENTS

- ✦ A compilation of digital notes for topics including Chemistry, Material Science, Mathematics, Physics, and more.

### STEMCOURAGE.ORG – A MENTORSHIP PROGRAM WITH MY FORMER MIDDLE & HIGH SCHOOLS

- ✦ Aspires to expose young students to role models studying STEM fields via informal Q&A sessions.

## INTERESTS & AWARDS

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**PROGRAMMER**, EXPERIENCE WITH C++, C, C# & OBJC (IOS), JAVA (ANDROID), GLSL, OPENGL, PYTHON, GIT, UNIX

**HOBBYIST**, RECREATIONAL WEIGHTLIFTING, RUNNING, PAINTING, DRAWING, PHOTOSHOP, MAYA

**DIRECTOR**, OF ANIMATED SHORT IN UCBUGG 3D MODELING AND ANIMATION CLASS. SPRING 2016

**WEBMASTER**, AMERICAN INSTITUTE OF CHEMICAL ENGINEERS. 2015-2016

**OFFICER**, CALIFORNIUM BREWERS AND WINEMAKERS. 2015

**MENTOR**, BERKELEY ENGINEERS AND MENTORS. FALL 2014

SINGAPORE INTERNATIONAL PRE GRADUATE AWARD

UC BERKELEY STUDY ABROAD SCHOLARSHIP

CHEVRON SCHOLARSHIP

UCEAP PROMISE AWARD

GILMAN SCHOLARSHIP