Lev Rosenberg

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EDUCATION:

Northwestern University, Weinberg College of Arts and Sciences, Evanston, IL | Expected June 2024

Bachelors: Computer Science and Cognitive Science

GPA: 3.89/4.00

Relevant coursework: Full Stack SWE, Agile Software Development, Scalable Software Architectures

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TECHNICAL SKILLS:

- Programming Languages: JavaScript, TypeScript, Python, C, C++
- Frontend tools: React, CSS, Next, Redux, MUI, Tailwind, D3, Konva
- Backend tools: Node.js, Express.js, Django, GraphQL, SQL, Google Firebase, WebSockets, AWS RDS & S3

EXPERIENCE

SONIC Lab | Frontend & UI/UX Intern | Jan 2023 – Present

- Prototyped UI designs in Figma for research platform on human-AI teams, aligning with usability heuristics.
- Revamped outdated React repository, refactoring codebase and iteratively implementing over 10 new features based on bi-weekly UX testing.
- Integrated OpenAI's API for chat assistant within group chat feature, embedding AI alongside human interaction.

Engineers for a Sustainable World | Software Developer | Sept 2023 – Present

- Enabled real-time database updates for UI using Cloud Firestore snapshot listeners, syncing with submissions by system and users.
- Built out back end solution for paginated recent activity log, integrating 4 rounds of feedback from software lead.
- Incorporated local backend emulator into development process, reducing average testing time per feature by 30%.

Maddox AI | Frontend Development Intern | Jun 2023 – Aug 2023

- Led project to overhaul Maddox's image annotation tool, fixing bugs surrounding image rendering, annotation drawing and manipulation, and zoom-pan functionality.
- Developed 3 TypeScript demo platforms using visualization frameworks like React-Konva, D3.js, and visx.
- Wrote report summarizing implementation and evaluating frameworks in terms of user experience, developer experience, performance metrics, and DOM-handling.

Delta Lab | Undergraduate HCI Researcher | Jan 2023 - Jun 2023

- Collaborered with team of 3 developers to optimize new iteration of web-app enabling front end developers to master advanced CSS techniques.
- Conducted weekly tests to iteratively pinpoint user obstacles, resulting in 60% increase in learned CSS techniques.
- Aligned the tool with learning science principles, integrating relevant research into design process.

PROJECTS:

SplitPay | React, Express, WebSockets, PostgreSQL

- Developed a full-stack mobile web app to streamline restaurant check bill-splitting.
- Created a REST API backend using Express.js and PostgreSQL hosted on AWS RDS and utilized WebSockets to provide real-time updates to the frontend.

ThereminPlus | C

- Built embedded software in C for digital theremin instrument.
- Connected ultrasonic distance sensor via GPIO mapping distance to frequencies played by PWM output, and integrated with capacitive touch sensor for play-pause functionality.

NuArt | React, Cloud Firestore

- Collaborated with team to build a multifunctional online store promoting student art at NU, tracking team progress using bi-weekly scrum sprints.

- Designed and implemented in-app messaging system to streamline the selling process internally.

LEADERSHIP EXPERIENCE

ARTica Studios | Ceramic Studio Technician | March 2023 – Present
- Mentored studio assistant and desk attendants, facilitating skill development and fostering collaborative culture.
- Offered expert guidance on ceramic techniques, materials selection, and project execution to studio members.
- Handled kiln loading and firing, managed clay and glaze inventory, oversaw clay reclamation process.

Purple Haze A Capella | Music Director | Spring 2021 - Spring 2023
- Directed and trained 20 undergraduate singers to perform at 30+ concerts, and paid gigs, leading group to win 2nd place at quarterfinals of the International Championship of Collegiate A Capella.
- Cultivated delicate rehearsal room balance between productive work and relaxed environment.