

# Liam Rosenfeld

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## SKILLS

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<b>Languages</b>	Swift, Rust, Objective-C, C++, C, Python, ARM & AVR Assembly, Typescript, SQL, VHDL
<b>Frameworks</b>	SwiftUI, AppKit, UIKit, Accelerate, Axum, Vue, Svelte
<b>Tools</b>	macOS, Linux, Git, Xcode Instruments, Docker, MongoDB, LaTeX

## EDUCATION

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<b>BS in Computer Engineering</b> , University of Florida	Class of 2025
GPA: 4.0, Minor in Mathematics, Honors Program	

## WORK HISTORY

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<b>Software Engineering Intern</b> Apple	Summer 2023
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- On the Productivity Apps team responsible for canvas, editing, and core infrastructure
- Built a highly requested feature for Keynote, Pages, and Numbers on macOS, iOS, and Web
- Wrote a specification to define the behavior of the feature and its implementation
- Debugged a complex UI framework

<b>Backend Software Engineer</b> Parametric Capital	Summer 2022
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- Built a server to collect, aggregate, and serve time series metrics to a visualization frontend
- Used Rust (with Axum and Tonic frameworks) for performance and MongoDB for storing structured data
- Designed and implemented a RESTful OpenAPI specification and a GRPC Protobuf specification

## SELECT PROJECTS

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<b>Raspberry Pi OS</b> Built 2022	Writeup
<ul style="list-style-type: none"><li>• A kernel and basic operating system for a Raspberry Pi built in Rust</li><li>• Implemented booting, GPIO, UART, chainloading, allocation, and a Fat32 filesystem</li></ul>	

<b>UF Cat Tracker</b> Built 2022
<ul style="list-style-type: none"><li>• Website so students can crowdsouce the location of friendly campus cats to pet</li><li>• Built using Rust, React, and PostgreSQL for ease of development and stability</li><li>• Built in a team of four organized using Agile</li></ul>

<b>Iconology</b> Released 2020	Writeup
<ul style="list-style-type: none"><li>• macOS app to stream-line the process of icon generation with 6.5k downloads</li><li>• Built using AppKit, CoreGraphics, and SwiftUI</li></ul>	

<b>WWDC Accepted Scholarship Playgrounds</b> 2019, 2020	2019 Writeup, 2020 Writeup
<ul style="list-style-type: none"><li>• My 2019 submission visualized the Fourier transform as rotating circles drawing a path</li><li>• My 2020 submission taught applying the Fourier transform to digital signal processing using Accelerate vDSP</li><li>• I had an opportunity to discuss my projects with Tim Cook</li></ul>	

<b>Image To ASCII Art</b> Released 2017	Writeup
<ul style="list-style-type: none"><li>• iOS and macOS app on the App Store with 17k downloads</li><li>• Interface built using SwiftUI, UIKit, and AppKit and generation uses Accelerate vImage</li></ul>	

## RESEARCH

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<b>Lilypad</b> 2021-Present
<ul style="list-style-type: none"><li>• Building a text-based visual code editor to improve programming education</li><li>• First author for showpiece paper in the 2023 IEEE Symposium on Visual Languages and Human-Centric Computing</li><li>• Building using Rust to run native and in Web Assembly</li></ul>

## TEACHING

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<b>Advanced Programming Fundamentals (COP 3504C)</b> TA	Fall 2022
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