

Objective	Summer Internship in software development	
Skills	Languages	
	Java, C, C++, Objective-C, HTML/CSS/Javascript, Erlang, Python	
	Tools	
	git, Unix, emacs, iOS 8 SDK	
Education	Nontechnical	
	Photoshop, working in team projects	
	Columbia University	09/2012 – 05/2015
	Bachelor of Arts, Computer Science	
Experience	<ul style="list-style-type: none">• GPU-accelerated Position-based Fluids using CUDA C/C++. github.com/yariza/Rainborg• Painterly representations of images, using C++ and OpenCV. github.com/yariza/vango• Realtime rendered scene of an animated city, with rain effects and reflections, using C++ and OpenGL. github.com/gbarber205/final_proj• Implemented a path-tracer capable of direct and global illumination with lambertian and reflective surfaces, using a Java codebase.	
	The Juilliard School	09/2015 – 05/2017 (anticipated)
	Master of Music, Violin Performance	
	As a student in the Columbia-Juilliard Exchange program, I had the opportunity to take study violin at Juilliard, while taking classes at Columbia. Starting Fall 2015, I will be studying full-time as a Masters student.	
	Snapchat (snapchat.com)	06/2015 – 08/2015
	Software Development Intern	
	<ul style="list-style-type: none">• iOS client and Java server work related to the scanning of Snapcodes, and other features.	
	Whisper (whisper.sh)	06/2014 – 08/2014
	Software Development Intern	
	<ul style="list-style-type: none">• Developed an SDK for third-party developers to interface with the Whisper app. github.com/WhisperApp/Whisper-iOS-SDK• Worked in close concert with the product team and the head of iOS development.	
Interests	MakeSchool (makeschool.com)	04/2012 – 06/2012
	iOS Development Intern	
	<ul style="list-style-type: none">• Worked with partner to release Elemental Fury in June 2012, which reached Top 25 Puzzle Games on the App store in 5 countries.	
	<ul style="list-style-type: none">• Web and iOS design and development• Computer Graphics• Digital music, procedural audio• Video game design• Violin Performance	