

Yujin Ariza  
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- Objective:** Summer internship in software development or web development.
- Skills:** Languages: Experience in Java, C, C++, Objective-C, HTML/CSS, Javascript, jQuery, Python  
Knowledge of: git, bash, iOS 7 SDK, emacs, Unix  
Nontechnical: Experience with Photoshop; working in team projects
- Education:** Columbia University — Columbia College
- Major: Bachelor of Arts in Computer Science, Sophomore
  - Anticipated Graduation: May 2015
  - Current Courses include: *Programming Languages and Translators (Java, C), Computer Graphics (C++, OpenGL)*
  - Past Courses include: *Data Structures, Fundamentals of Computer Systems, Computer Science Theory, Advanced Programming (C)*
- The Juilliard School
- Columbia-Juilliard Exchange, Violin Performance, Second-year
  - Anticipated Graduation: May 2017
- Menlo School
- Graduated June 2012
  - Past Courses include: *AP Computer Science (Java)*
- Experience:** Whisper — iOS Development Intern (June 2014 - August 2014)
- Developed an SDK for third-party developers to interface with the Whisper iPhone app.
  - Developed an analytics manager for the iPhone, including both the iOS client and the backend server in Erlang.
- BillSplit — Website and iOS App Development (December 2013)
- Personal project with collaboration with a friend
  - Designed and implemented website from scratch
  - Native iOS app developed and released at Columbia DevFest 2014
- MakeGamesWithUs — Software Development Intern (April 2012 - ongoing)
- Learned iOS programming using hands-on tutorials and programming lessons, as well as developing a deeper understanding on how video game designers, artists, and musicians collaborate to develop a product
  - Worked with partner to develop our own game, Elemental Fury, which was released in June 2012, and reached Top 25 Puzzle Games on the App Store in 5 different countries
- Interests:** Web and software design and development  
Computer graphics  
Digital music, procedural audio  
Video game design  
Violin