

Objective	Full-time employment in software development	
Skills	<b>Languages</b>	
	Java, C, C++, C#, Objective-C, HTML/CSS/Javascript, Erlang, Python	
	<b>Tools</b>	
	git, Unix, emacs, iOS 8 SDK	
	<b>Nontechnical</b>	
	Photoshop, Unity	
Education	<b>Columbia University</b>	09/2012 – 05/2015
	Bachelor of Arts, Computer Science	
	<ul style="list-style-type: none"><li>GPU-accelerated Position-based Fluids using CUDA C/C++. <a href="https://github.com/yariza/Rainborg">github.com/yariza/Rainborg</a></li><li>Painterly representations of images, using C++ and OpenCV. <a href="https://github.com/yariza/vango">github.com/yariza/vango</a></li><li>Realtime rendered scene of an animated city, with rain effects and reflections, using C++ and OpenGL. <a href="https://github.com/gbarber205/final_proj">github.com/gbarber205/final_proj</a></li><li>Implemented a path-tracer capable of direct and global illumination with lambertian and reflective surfaces, using a Java codebase.</li></ul>	
	<b>The Juilliard School</b>	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.	
Experience	<b>Unity Technologies</b> ( <a href="http://unity3d.com">unity3d.com</a> )	06/2016 – 08/2016
	Software Development Intern, Spotlight Team	
	<ul style="list-style-type: none"><li>Developed a low-level Memory Profiler for analyzing memory usage and fragmentation in the Unity engine, in C++ and C#.</li></ul>	
	<b>Snapchat</b> ( <a href="http://snapchat.com">snapchat.com</a> )	06/2015 – 08/2015
	Software Development Intern, Camera Team	
	<ul style="list-style-type: none"><li>iOS client and Java server work related to the scanning of Snapcodes, and other features.</li></ul>	
	<b>Whisper</b> ( <a href="http://whisper.sh">whisper.sh</a> )	06/2014 – 08/2014
	Software Development Intern	
	<ul style="list-style-type: none"><li>Developed an SDK for third-party developers to interface with the Whisper app. <a href="https://github.com/WhisperApp/Whisper-iOS-SDK">github.com/WhisperApp/Whisper-iOS-SDK</a></li><li>Worked in close concert with the product team and the head of iOS development.</li></ul>	
Interests	<ul style="list-style-type: none"><li>Web and iOS design and development</li><li>Computer Graphics</li><li>Digital music, procedural audio</li><li>Video game design</li><li>Violin Performance</li></ul>	