

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	
	Nontechnical	
	Photoshop, working in team projects	
Education	Columbia University	09/2012 – 05/2015
	Bachelor of Arts, Computer Science	(anticipated)
	<ul style="list-style-type: none">Created a realtime rendered scene of an animated city, with rain effects and reflections, using C++ and OpenGL.Implemented a path-tracer capable of direct and global illumination with lambertian and reflective surfaces, using a Java codebase.Created a programming language capable of creating and manipulating finite automata, and wrote a compiler in Java.	
	The Juilliard School	09/2012 – 05/2017
	Master of Music, Violin Performance	(anticipated)
	As a student in the Columbia-Juilliard Exchange program, I have the opportunity to take study violin at Juilliard, while taking classes at Columbia. I also participate in chamber music and orchestra at both institutions.	
Experience	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.Developed an analytics manager for the iPhone, encompassing work on both the iOS client and the backend server in Erlang.Built a public confessional booth in Venice beach, which involved construction, design and development of an iPad app, and integration with Arduino and a bluetooth module.Worked in close concert with the product team and the head of iOS development.	
	MakeGamesWithUs (mgw.us)	04/2012 – 06/2012
	iOS Development Intern	
	<ul style="list-style-type: none">Learned iOS programming through tutorials and programming lessons, and worked with artists and musicians to design and develop a game.Worked with partner to release Elemental Fury in June 2012, which reached Top 25 Puzzle Games on the App store in 5 countries.	
Interests	<ul style="list-style-type: none">Web and iOS design and developmentComputer GraphicsDigital music, procedural audioVideo game designViolin	