Yuiin Ariza

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Objective: Summer internship in iOS or web development

Skills: Languages: Experience in Java, C, C++, Objective-C, HTML/CSS, Javascript,

¡Query, Python, Erlang

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: Computer Vision (MATLAB), UI Design (Javascript), Advanced Computer Graphics (C++)

Past Courses include: Advanced Programming (C), Programming Languages and Translators (Java, C), Computer Graphics (C++, OpenGL)

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)

Whisper — iOS Development Intern (June 2014 - August 2014) **Experience:**

> Developed an SDK for third-party developers to interface with the Whisper iPhone app.

- Developed an analytics manager for the iPhone, including 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.

BillSplit — Website and iOS App Development (December 2013)

- Designed and implemented website, iOS app from scratch
- Native iOS app developed and released at Columbia DevFest 2014

MakeGamesWithUs — Software Development Intern (April 2012 - June 2012)

- 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 different countries

Interests: Web and Mobile design and development

Computer graphics

Digital music, procedural audio

Video game design

Violin