Yujin Ariza
Curriculum Vitæ

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Education	**Columbia University** Bachelor of Arts, Computer Science Columbia-Juilliard Exchange Program Participant	09/2012 – 05/2015
	The Juilliard School Master of Music, Violin Performance	09/2015 – 05/2017 (anticipated)

As a student in the Columbia-Juilliard Exchange program, I had the opportunity to take study violin at Juilliard, while taking classes at Columbia. I am currently studying full-time as a Masters student, with anticipated graduation in June 2017.

Projects	**Vango**: Painterly representations of images, in C++ and OpenCV Yujin Ariza, Eszter Offertaler	10/2015
	Rainborg: GPU-accelerated Position-based Fluid Simulation Yujin Ariza, Eszter Offertaler	05/2015

Experience

Unity Technologies (unity3d.com)   06/2016 –08/2016
Software Development Intern, Spotlight Team
- Developed a low-level Memory Profiler for analyzing memory usage and fragmentation in the Unity engine, in C++ and C#.

Snapchat (snapchat.com)   06/2015 –08/2015
Software Development Intern, Camera Team
- 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
- 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.

Research

Augmented Reality For Maintenance and Repair on Google Glass (ARMAR)   01/2015 – 05/2015
Columbia University, Computer Graphics and User Interfaces Lab
Steven Feiner, Mengu Sukan, Carmine Elvezio, Yujin Ariza
- Implemented 3D user interfaces for visualizing procedural tasks on motion-tracked Google Glass, using Unity.
- Worked in conjunction with Mengu Sukan and Carmine Elvezio to propose new user interface models for visualizing rotational and translational movement.