Jacob A Stern

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EDUCATION

BROWN UNIVERSITY
B.S. in Computer Science
May 2014 | Providence, RI

LINKS

Portfolio   jacobstern.github.io
GitHub   jacobstern
LinkedIn   in/jacobastern

COURSEWORK

Advanced Computer Graphics
(Graduate level course)
Artificial Intelligence
Programming Languages
Human Factors and Interface Design
(Graduate level course)
Database Management Systems
Multiprocessor Synchronization

SKILLS

LANGUAGES
Proficient:
JavaScript • TypeScript • Python
HTML • CSS • Haskell • C++
C# • SQL • Scheme
Familiar:
C • Elixir • Java • Bash

FRAMEWORKS & APIS
Proficient:
React • Redux • XAML
Flask • SQLAlchemy • Express.js
Socket.IO • QT Widgets
Familiar:
OpenGL • Phoenix

PRODUCT
API design
Project management
Documentation
Community engagement

EXPERIENCE

VIRTA HEALTH | Full-Stack Engineer, Clinical Tools
May 2017 - January 2019 | San Francisco, CA
- Built flagship frontend and full stack features for internal clinical tools using React, TypeScript and Python, including realtime messaging, search, and workflow management improvements
- Ported clinical tools web app to single page app architecture
- Led investigation into TypeScript adoption for frontend engineering and supported subsequent TypeScript adoption by teams
- Developed programming practices and helped grow the clinical tools team from two to eight engineers through code stewardship and mentoring new employees

MICROSOFT | Program Manager, XAML Animations
August 2014 – May 2017 | Redmond, WA
- Worked with developers to design and implement new animation, graphics, and controls APIs in the XAML UI framework
- Designed the 3D transforms API used for effects in the Windows start menu
- Collaborated with designers to refresh the Windows animation design language
- Added new WebView API's for security, threading model, and HTML5 features
- Helped first-party apps adopt Windows look and feel through animation
- Wrote API documentation, articles, and shipping code samples
- Outreach for the Windows platform on Twitter @WindowsUI and on GitHub
- Implemented UI and infrastructure for Microsoft //oneweek 2016 Hackathon project; WPF application won 3rd place in Business category

MICROSOFT | Program Manager Intern
Summer 2013 | Redmond, WA
- Led feature team of two SDE interns to develop and prototype a new UI primitive for Windows 8 XAML
- Scoped features, developed API, created visual design
- Fixed bugs and developed a demo application for the product

TRIPADVISOR | Software Engineering Intern
Summer 2012 | Newton, MA
- Implemented full-stack features in the mobile website and mobile apps
- Team won first prize in the 2012 Intern Hackathon - leader in design and development for this project, an Android app

BROWN UNIVERSITY | Student, CS224 Adv. Computer Graphics
Spring 2014 | Providence, RI
- Developed several ray tracing and path tracing rendering engines
- As a capstone project, created a visualizer for volumetric datasets using OpenGL and CUDA with novel image-space manipulation UX

HACK@BROWN 2014 | Competitor
Winter 2014 | Providence, RI
- Implemented graphics and gameplay for iOS game "My Little Pita"
- Team won Best UI Design award