

WORK EXPERIENCE

Google

Software Developer
June 2015 - Present

Amazon

Software Developer
Sept 2014 - May 2015

Crank Software

Software Developer, Intern
Sept 2013 - Dec 2013
Sept 2012 - Dec 2012

IBM

Software Developer, Intern
Jan 2012 - April 2012
Dec 2012 - Feb 2013

Jonar Systems Inc

Web Developer
Graphic Designer, Intern
May 2011 - Aug 2011

iOS Engineer on Inbox by Gmail. Engineered and launched Smart Reply on iOS, Gmail's first step at fusing Machine Learning with AI. Over 10% of emails are now generated using Smart Reply, and this feature contributed to Inbox being named [App of the Year by TNW](#). Fully designed, engineered and launched Save To Inbox on iOS.

Part of the Server Side Rendering team at Amazon Appstore for Kindle Fire devices. Created reusable UI and data components to enable more rapid feature development as part of a migration project. This increased cart conversion by 21% due to faster rendering times.

Created efficient algorithms for image manipulation tools to improve application render time by over 50%. Implemented a parser for PSD files to extract relevant information when importing PSD files into Storyboard. Worked on Storyboard tool that compares, differences and merges two or more Storyboard models automatically.

Worked on the Jazz Software web UI, creating new features and enhancements. Worked on a scripted setup, to create and populate a sample database for testing on a local eclipse client. Refactored existing Jazz framework to include breadcrumbs for simpler navigation. Participated in a weekend Bug Blitz in order to meet release deadline.

Created company website including customizable user profiles. Created educational Flash animations viewed by over 200,000 people, and used by professors across the USA. Created PSD mockups and translated them into working code. Designed conceptual interfaces for new software application.

PROJECTS

Outdo Workout

Simple Workout Tracker app for iOS and Android, created in Haxe - www.outdoworkout.com

Loot Puzzle

Great Canadian Appathon game submission (48 hrs)
www.itunes.apple.com/us/app/loot-puzzle/id861362583?mt=8

Ray Tracer

Full C++ Raytracer in two weeks, receiving over 100% with Honorable Mention
www.dalyagershtein.com/css488.html

Wordy Multiplayer

iPad game <https://itunes.apple.com/us/app/wordy-multiplayer/id964739896?mt=8>

AWARDS

30 Under 30 Developer

Recipient of the [30 Under 30 Developer](#) award, as well as [featured](#) within the selected cohort.

Top3IWant2See

Winner of Grand Prize + Fandango Challenge at **NBC Universal** Hackathon (11/2014)

Math Cents

Winner of **Salesforce** \$1M Hackathon, Heroku category mathbacon.herokuapp.com (10/2014)

Squiggle World

Winner of Best Hack at **HackWaterloo** www.squiggleworld.com (04/2014)

EDUCATION

University of Waterloo

Sept 2009 - June 2014

Bachelor of Computer Science Honours, and Fine Arts Minor.

Two-time Gennum Corporation Scholarship Award winner for excellence in the pursuit of education, President's Entrance Scholarship for over 95% average.

RMIT, Australia

Feb 2013 - June 2013

Completed Bachelor of Animation courses while studying abroad in Australia

PERSONAL

Skills

Java, JS, HTML/CSS, Haxe, VIM, bash/zsh, Eclipse, IntelliJ, Xcode, Photoshop, Flash, Maya

Interests

Grade 10 RCM Piano, Saxophone, snowboarding, 3D modelling, travelling, hacking, foosball