

# Zachary Rubin

## Coding Instructor

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### OBJECTIVE

*I am a computer science instructor with experience in the video game industry. I hope to instruct and inspire your students towards good programming and design practices.*

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### EDUCATION

#### Ph.D. in Computer Engineering University of California, Santa Cruz

*Graduation:* March 2017

*Relevant coursework:* **human-computer interaction, user experience for interactive design, natural language processing, computer security, computer architecture, distributed networks, parallel processing**

#### Bachelor of Arts in Computer Engineering Minor in Computer Science

##### Rose-Hulman Institute of Technology

*Graduation:* February 2011

*Relevant coursework:* **digital signal processing, computer security, OpenGL programming, computer architecture, algorithms, digital design**

### TEACHING EXPERIENCE

#### Graduate Student Instructor: User Experience for Interactive Design University of California, Santa Cruz

*January 2017 - March 2017*

- Designed an interdisciplinary course teaching user-centered design principles with hands-on techniques.
- Instructed 60 upper-division undergraduates
- Used active learning exercises combined with a group projects to apply concepts in real-world scenarios.

#### Teaching Assistant

##### University of California, Santa Cruz

*January 2012 - December 2016*

- Aided professors in teaching lower and upper division computer science and engineering courses
- Recruited high-performing undergraduates into research labs at the Baskin College of Engineering.

#### Graduate Researcher: HCI for Speech Speech with Sam

*December 2011 - December 2017*

- Developed a real-time offline mobile speech recognition engine capable of detecting mispronunciations related to speech impairments.
- Ran studies with participants in speech therapy
- Awarded a \$2 million NSF grant in 2015

### SKILLS

**UX, HCI, Instruction, Research and Development, Game Design, Audio Engineering, Prototyping, Computer Security, Reverse Engineering, Project Management, 3D Printing, Design for Manufacture, Human Resources**

### LANGUAGES AND TOOLS

**Unity, C#, Objective-C, C, C++, Python, Swift, Java, PHP, SQL, HTML, Adobe Photoshop, Audacity, Eagle, XCode, Github, Arduino, Atmel Studio, Visual Studio**

### WORK EXPERIENCE

#### Technology Lead

##### Sayin' It Sam

*September 2017 - Present*

- Redesigned a mobile speech recognition engine for real-time game input by reducing input delay tenfold.
- Negotiated contracts with different SR companies and ensured COPPA compliance.

#### Chief Technology Officer

##### Digital Pheromones LLC

*January 2015 - Present*

- Coordinates a team of engineers and artists that develop products merging art and science.
- Builds and maintains relationships with companies to design and fabricate electronics for wearables.

#### Electronics Director

##### Exit Reality

*December 2016 - December 2017*

- Designer of electrical internals for VR arcade booths.
- Developed interactive and reactive LED experiences.
- Prototyped mixed reality experiences.
- Ensures certification of parts, redesigns as needed.

#### Software Engineering: Battle.net Intern Blizzard Entertainment, Irvine, California

*June – August 2011, June – August 2012*

- Worked directly with engineers to design tools in C# to improve developer interaction with server logs.
- Expanded unit-testing suite from 40 tests to 300
- Developed virtual server code in C++ for unit tests