

Jason R. Berlinsky

Summer Intern at Olark

SUMMER 2011

Developed and maintained a codebase responsible for integrating Olark's live chat system with various customer relationship management solutions, including Salesforce.

Technical Co-Founder at Thru.im

CURRENT SINCE MAR 2011

Developed and maintained an instant messaging routing engine with an accompanying REST API.

Web Developer at CommonPlace USA

CURRENT SINCE NOV 2010

Worked with a small team to develop an innovative social network, centered around a user's interactions with his or her community.

Database Developer at University of Michigan College of Engineering

CURRENT SINCE OCT 2010

Developed an employee records administration system based on the Oracle database engine and Java servlets.

PROJECTS

Plan It With Me

<http://www.planitwith.me/>

A social event planning system based around the concept of democratizing a centralized event model.

rMeetup

<http://www.github.com/Jberlinsky/rmeetup>

A Ruby code library facilitating access to the Meetup.com API. Downloaded 132 times as of Mar 2011.

File Search

<http://www.filesear.ch/>

A file-to-link search tool that allows users to find original sources for files on their hard drives.

8 Craig Road

Morristown, NJ 07960



+1 973 933 1487



jason@jasonberlinsky.com

www.jasonberlinsky.com

TECHNICAL SKILLS

Programming Languages: OBJECTIVE C, RUBY, RAILS, PHP, PYTHON, JAVA, JAVASCRIPT, SQL
Operating Systems: LINUX (UBUNTU, CENTOS), MAC OS X, IOS, ANDROID, WINDOWS
Middleware: APACHE, TOMCAT, GIT

AWARDS

Runner-up of the March 2011 Facebook Camp Hackathon Competition at the University of Michigan. In 24 hours, developed a hardware device that interfaced with a computer to deliver ambient data to an event's Facebook page.

Third-place winner of the February 2011 WolverineSoft 48-Hour Video Game Development Competition. In 48 hours, designed and developed a Flash-based video game.

Winner of the December 2010 New York Times Open Hackday Competition in New York, NY. In 10 hours, developed a web application allowing users to make informed decisions about their plans for the evening, aggregating data from data sources such as Yelp, Foursquare and Twitter.

Second-place winner of the November 2010 Yahoo Hack U Competition at the University of Michigan. In 24 hours, developed a location aggregator for social events around the University of Michigan campus.

First-place winner of the October 2010 Morningstar Programming Competition at the University of Michigan. In two hours, implemented a statistical analysis system for a season of professional basketball.

EDUCATION

MAY 2014 Undergraduate Degree in
COMPUTER SCIENCE ENGINEERING
UNIVERSITY OF MICHIGAN, Ann Arbor, MI
GPA: 3.323/4.0 as of JUN 2011