

Steven Brunwasser

<http://brun.ws>

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900 Folsom St Apt 648
San Francisco, CA 94107

Education

Rochester Institute of Technology; Rochester NY

September 2010 – May 2014

BS in Computer Science, Minor in Deaf Studies

Experience

DoorDash Inc.; iOS Software Engineer

March 2017 – Present

Anderthan Hashish; iOS Mobile Infrastructure

Google Inc.; iOS Software Engineer

January 2016 – March 2017

Varouj Chitilian; Payments, Hands Free

Apple Inc.; iOS Software Engineer

January 2015 – December 2015

David McLeod; iOS Apps & Frameworks, Productivity Apps, Contacts

Apple Inc.; Intern

June 2014 – December 2014

Marc Verstaen, Olivier Bonnet, and Paul Seligman;

iOS Apps & Frameworks, CloudKit & iOS Spotlight Search

Apple Inc.; Intern

June 2013 – August 2013

Marc Verstaen; iOS Apps & Frameworks, UIKit

Apple Inc.; Intern

June 2012 – August 2012

Marc Verstaen; iOS Apps & Frameworks, UIKit

Knowledge

Objective-C

Swift

C

C++

C#

Go

Ruby

Python

Haskell

SML

F#

Scheme

MIPS Assembly

Lambda Calculus

Unidirectional Dataflow

Functional Programming

Functional Optics

Reactive Programming

Conversational in American Sign Language

Learning German

Learning Linguistics

Personal Projects

<http://github.com/altece> <http://brun.ws/projects.html>

Cobbler

A Primitive C Object System using macros to implement inheritance and build a dynamic object system a la Objective-C.

Reggie the Regex Parser

A Regular Expression Parser

Builds a Non-Deterministic Finite Automata (NFA) from a Regular Expression and allows for pattern matching against strings.

Graphing

Published on the iTunes App Store

iOS Graph Theory Toy to play with graph isomorphism and planarity for Discrete Mathematics' Graph Theory.