

AARON BRODER

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EDUCATION

STANFORD UNIVERSITY

Master of Science, Computer Science (Human-Computer Interaction/Systems)
Bachelor of Science, Computer Science (Systems)

September 2011 – March 2017
Stanford, CA

WORK EXPERIENCE

STANFORD UNIVERSITY | CS198 Coordinator

Run logistics for a program of 120 undergraduate section leaders for the introductory CS classes. Interview, hire and train 30–40 new section leaders each quarter. Work with faculty to determine direction of the program.

June 2015 – Present
Stanford, CA

FACEBOOK | Software Engineering Intern, Collaboration Engineering

Built a layout manager for Kurento Media Server in C, handling multiple input streams and configurable image/text overlays.

June 2015 – September 2015
London, United Kingdom

STANFORD UNIVERSITY | CS106 Section Leader

Led a weekly discussion section of 10–12 students in the introductory CS classes. Other duties included grading and holding office hours. Trained new section leaders for the social and technical challenges of leading a section.

January 2012 – June 2015
Stanford, CA

FACEBOOK | Software Engineering Intern, Check-Ins

Developed and iterated on an alternative UI for check-ins on Facebook iOS. Developed UX experiments. Worked on feature development for Place Tips.

June 2014 – September 2014
New York City, NY

STANFORD UNIVERSITY | Residential Assistant, Cedro House

Lived in an all-freshmen dorm helping students transition to college. Planned educational and social programming with a team of student staff members.

September 2013 – June 2014
Stanford, CA

KVH (NOW COLT) | Software Engineering Intern, Internal Software

Developed a server monitoring and visualization tool with d3 and Backbone. Created context/focus chart with zooming and panning on a Ruby port of Graphite.

June 2013 – August 2013
Tokyo, Japan

EXTRACURRICULAR ACTIVITIES

STANFORD MOCK TRIAL

Work with a team of 6–8 people to develop a theory, narrative and characters from a fact pattern and present the case competitively. Vice president, tournament coordinator and team captain for the 2014–2015 season.

September 2012 – Present

SKILLS AND INTERESTS

PROGRAMMING LANGUAGES C, C++, Java, Javascript, Objective-C, PHP, Ruby

TOOLS AND SDKs Android, Angular, Blender, D3, iOS, L^AT_EX, Node, Python, React, SQL, Unreal Engine

INTERESTS Systems programming, game design and programming, natural language processing and linguistics, education, creative writing, screenwriting

COURSEWORK

SYSTEMS Compilers, Program Analysis and Optimizations, Computer and Network Security, Networking, Operating Systems, Database Principles

HUMAN-CENTERED DESIGN Human-Computer Interaction Design, Tangible Educational Technologies

MISCELLANEOUS Graphics, Artificial Intelligence Techniques, Web Programming, Screenplay Analysis, Fiction into Film