

Itai Ferber

Contact Information

Email: itai@itaiferber.net

Keybase: keybase.io/itai

Links

Personal Site: itaiferber.net

GitHub: github.com/itaiferber

LinkedIn: linkedin.com/in/itaiferber

WORK EXPERIENCE

Software Engineer at Apple (07/16–Present, apple.com)

- Designing and maintaining developer-facing APIs on the Foundation framework (C, Objective-C, and Swift)
- Swift 4: designed and implemented new framework-level Swift APIs for archival and serialization (Codable), including contributing directly to the Swift compiler to provide features which ease developer adoption
- Presented new API and technical concepts to developer audiences:
 - WWDC 2018: “Data You Can Trust” (a security-focused talk about preventing implicit trust of malicious data)
 - WWDC 2017: “What’s New in Foundation” (a live demo of new Codable APIs and compiler support)

Software Engineering Intern at Apple (05/15–08/15, apple.com)

- Developed internal API for improving performance of IPC messaging
- Presented API and associated real-world improvement to upper management

Software Engineering Intern at Apple (05/14–08/14, apple.com)

- Designed new developer-facing API to be included in the Foundation framework
- Presented API to management and submitted for API review

Software Development Intern at BrainPOP (06/13–07/13, brainpop.com)

- Wrote two iOS games and a UIKit-based game controller framework supporting iOS 4–6
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SKILLS

Technologies: Extensive experience with macOS, iOS, Xcode, Unix/Linux systems, \LaTeX , shell scripting, and VCSes

Computer Languages: Fluent in Objective-C, Swift, C, C++, Ruby, and Python. Have significant experience with Java, JavaScript, HTML, and CSS. Familiar with Haskell and AppleScript. Interested in Rust, Elixir, and Clojure

Human Languages: Fluent in speaking, reading, and writing in English and Hebrew; strong writing skills in English

Public Speaking: Experienced in presenting technical and non-technical concepts to live audiences

EDUCATION

State University of New York at Binghamton

B.S. in Computer Science — $3.88/4.00$ cumulative GPA (*summa cum laude*); $3.94/4.00$ major GPA

Relevant Coursework

- Data Structures and Algorithms
- Design and Analysis of Algorithms
- Systems Programming
- Operating Systems
- Compiler Design
- Computer Systems (Architecture)
- Automata Theory and Formal Languages
- Advanced Topics in Object-Oriented Programming
- Introduction to Probability and Statistics
- Course Assistant for Data Structures and Algorithms

Honors (Each Semester Fall 2012–Spring 2016)

- Binghamton University Scholars Program
- Binghamton President’s Scholars Program
- Watson School Dean’s List

Scholarships

- Lockheed Martin Scholarship (Fall 2014)
- President’s Award for Undergraduate Student Excellence (Honorable Mention, Spring 2015)