

# Itai Ferber

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## Contact Information

Email: [itai@itaiferber.net](mailto:itai@itaiferber.net)  
Keybase: [keybase.io/itai](https://keybase.io/itai)

## Links

Personal Site: [itaiferber.net](http://itaiferber.net)      LinkedIn: [linkedin.com/in/itaiferber](https://linkedin.com/in/itaiferber)  
GitHub: [github.com/itaiferber](https://github.com/itaiferber)

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## WORK EXPERIENCE

### *Software Engineer at Apple* (07/16–Present, [apple.com](http://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](http://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](http://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](http://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

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