raphaelschaad.com/portfolio
San Francisco, CA

RAPHAEL SCHAAD

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Objective

I am passionate about creating new technology that meaningfully impacts people's lives. With a background in computer science and design from Switzerland, I developed innovative software in Tokyo and California. My enthusiasm for pushing the boundaries of what's currently possible drives me to further explore the areas of **data analysis and visualization, new user interfaces and interactions, and mobile social networks.**

Education

B.S. in Computer Science	**Bern University of Applied Sciences, Biel**	**Sept. 2007–Feb. 2011**

Major in Computer Vision and Graphics *with Honors For Highest Ranking Scholar*

Computer Perception and Virtual Reality Lab — Advisor: Prof. Roger Cattin

Thesis:	*ImagePlay on iPad* — Node-based visual programming environment for image processing to aid students in learning and researching computer vision theory.
Major Projects:	*Durchblick* — Virtual reality tag cloud with face recognition
	LightDetector — Transform light into sound for the blind

Federal Professional Baccalaureate Degree	**Gewerblich-Industrielle Berufsschule, Bern**	**Aug. 2002–July 2006**

Major in Application Engineering *with Highest Honors*

Industry Project:	*ConfigEditor* for *PostFinance* — Advisor: Roger Reisch

Experience

Software Engineer & Designer	**Flipboard, Palo Alto**	**Apr. 2011–Present**

- Built the award-winning personal magazine app *Flipboard* as one of the key contributors to the company and product.
- Engineered core functionality on iOS and lead implementations of foundational technologies with backend teams.
- Designed and prototyped new screens and interactions across multiple platforms.

Software Engineer	**Information Architects, Tokyo**	**Dec. 2009–Dec. 2010**

- Engineered the award-winning app *iA Writer* and managed the process of developing and selling in the App Store.
- Prototyped and reinvented interfaces for text entry on desktop computers, tablets, and smart phones.

Founder & Software Engineer	**illuBits, Zurich**	**Dec. 2009–Dec. 2010**

- Founded and ran a company to provide mobile computer vision solutions.
- Developed an enterprise security system using barcodes and latest smart phone and image processing technology.

Teacher	**Gewerblich-Industrielle Berufsschule, Bern**	**Aug. 2008–June 2009**

- Taught multiple mathematics and computer science classes to professional degree students.

Software Engineer	**PostFinance, Bern**	**Aug. 2002–July 2006**

- Audited the accessibility of Switzerland's biggest e-banking site to meet new federal requirements for people with disabilities by changing structure and semantics to enable the use of assistive technology.
- Engineered enterprise components for money transactions with other financial institutions such as Western Union.

Select Skills & Accomplishments

Computer Vision & Graphics: MATLAB, AI, OpenCV, 2D and 3D computation, OpenGL, Virtual reality systems

Programming & Data: Python, Java, C++, SQL, JSON, Data visualizations, iOS development in C, Objective-C, and Swift

Design: User interface/experience design, interactive prototypes (native code, Quartz Composer, HTML/CSS/JavaScript)

Mentoring: Coached *CodePath* teams from companies like Google, Facebook, or Yahoo during in-person sessions. (2014)

Product Awards: *Aircoin* ($5000 Coinbase BitHack 2014), *Flipboard* (2011–2014), *Figr* (2013), *Aare* (2013), *iA Writer* (2010)

Open Source: *FLAnimatedImage*, the most popular iOS animated GIF engine on GitHub. (2014)

Patents Pending: *Preloading Animated Files In A Memory of a Client Device.* 14/459,684. (2014)
Generating a Cover for a Section of a Digital Magazine. US20140075296 A1. (2013)