

Stanford

Jay Borenstein

Lecturer

Computer Science

Bio

ACADEMIC APPOINTMENTS

- Lecturer, Computer Science

Teaching

COURSES

2025-26

- From Player to Maker: 2D Engine-Based Game Development: CS 42SI (Aut)
- How to Make VR: Introduction to Virtual Reality Design and Development: CS 11SI (Win)
- Industry Innovation Lab: CS 210A (Win)
- Industry Innovation Lab: CS 210B (Spr)
- Software Project: CS 194 (Win, Spr)
- Software Project (WIM): CS 194W (Win, Spr)

2024-25

- How to Make VR: Introduction to Virtual Reality Design and Development: CS 11SI (Win)
- Software Project: CS 194 (Win, Spr)
- Software Project (WIM): CS 194W (Win, Spr)
- Software Project Experience with Corporate Partners: CS 210A (Win)
- Software Project Experience with Corporate Partners: CS 210B (Spr)

2023-24

- How to Make VR: Introduction to Virtual Reality Design and Development: CS 11SI (Aut)
- Software Project: CS 194 (Win, Spr)
- Software Project (WIM): CS 194W (Win, Spr)
- Software Project Experience with Corporate Partners: CS 210A (Win)
- Software Project Experience with Corporate Partners: CS 210B (Spr)
- Spatial Computing Workshop: CS 12SI (Spr)

2022-23

- How to Make VR: Introduction to Virtual Reality Design and Development: CS 11SI (Win)
- Introduction to Mobile Augmented Reality Design and Development: CS 12SI (Spr)
- Software Project: CS 194 (Win, Spr)

- Software Project (WIM): CS 194W (Win, Spr)
- Software Project Experience with Corporate Partners: CS 210A (Win)
- Software Project Experience with Corporate Partners: CS 210B (Spr)

STANFORD ADVISEES

Master's Program Advisor

Daniel Kim, Ryan Loo, Alex Nguyen, Shree Reddy, Henry Weng