

# Stanford

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## Jay Borenstein

Lecturer

Computer Science

### Bio

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#### ACADEMIC APPOINTMENTS

- Lecturer, Computer Science

### Teaching

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#### 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, Alex Nguyen, Henry Weng