

Paul A. Wilson

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wilsonpaul.me

EXPERIENCE

Amazon, Seattle, Washington — *Software Development Engineer Intern*

June 2018 - Present

- Design and build Pym, a URL shortener, from the ground up by integrating multiple **AWS** services such as **DynamoDB**, **Lambda** and **API Gateway**.
- Once in production, it is estimated that billions of shortened URLs will be generated through Pym over the next couple of years.

San Diego Supercomputer Center, La Jolla, California — *Client Services Technician*

May 2017 - June 2018

- With a team of student workers, built Zello from start to finish, a webtool that reconciles lists of tasks from Trello and Zendesk into saved, dynamically created, easily customizable tables available for all employees at SDSC in the RDS department.
- Develop core **iOS** and browser functionality to the **full stack** of NeuroRes, a mobile and web chat-based app used by the Neuroscience department at UCSD.

Webroot Coding Challenge, La Jolla, California

January 2019

- With a partner, designed the AI of our players in a Ghost Busters multiplayer game. Gameplay consisted of two teams of three characters trying to catch the most ghosts.
- In **C++**, programmed the logic of our characters to beat the AI of other teams there.

PROJECTS

Disco Dodger — gitlab.com/Panthson/DiscoDodger

July 2018 - September 2018

- A mobile game on the **Google Play Store**. Developed by myself in **C#** with **Unity**.
- Gameplay consists of having a cube, the player, jump between platforms to dodge oncoming walls while lives and score are kept overhead.
- Implemented functionality, animation, UI and sound effects.

UFmOo

November 2018 - December 2018

- Designed and coded a desktop game entirely in **OpenGL** using **C++** with a partner.
- Gameplay involves the player, a UFO, flying around a procedurally generated town abducting cows.
- Personally Implemented procedural generation, sound effects, 3D models, hit detection and controls.

SKILLS

Languages : C++, Javascript, C, Java, Swift, C#, Python

Technologies: HTML5, Git, Unity, AWS, MySQL, OpenGL

EDUCATION

University of California San Diego, La Jolla — *Mathematics/Computer Science B.S.*

September 2016 - June 2020

Relevant Coursework: Computer Graphics, Object Oriented Programming, Advanced Data Structures, Algorithms