PAUL THI

paul.w.thi@gmail.com | 518-331-4970 | Dallas, Texas | github.com/paulwthi | paulwthi.github.io

WORK EXPERIENCE

iOS Engineer

Expedia Group - Austin, TX   *July 2022 - Present*

- **Expedia, Hotels.com, Vrbo, etc**: Build shared composable components utilizing GraphQL to generate Server-Driven UI. These components are leveraged across all of Expedia Group's products to give customers a consistent look and feel while also allowing the company to scale up quickly and easily.
- Lead a team of 4+ iOS Engineers for the Trips platform.
- Representative for iOS in key meetings influencing architecture, design, and quarterly estimations.
- Act as the central point of contact for iOS Trips matters, becoming an adjudicator for final decisions.
- Collaborate with other Platform Leads to maintain uniformity and consistency.
- Organize iOS developer syncs to bridge knowledge gaps between engineers across multiple teams.
- Consistently deliver real-time support for Expedia's apps, encompassing monitoring crashes, triaging bug tickets, implementing hotfixes, and managing release schedules.
- Propel Expedia's iOS platform ahead of others despite originally lagging behind. Positioning iOS as the primary client to showcase to leadership and stakeholders.
- Developed shared component SDK libraries and imported them using SPM to enable rapid screen development for all Expedia Group applications.

iOS Engineer

InRhythm - New York, NY   *April 2022 - July 2022*

- Heavily embrace dependency injection for better abstraction to facilitate modularity and testability.
- Dramatically enhance software stability and reliability through adding extensive automated testing.
- Mentor junior developers to ensure the adoption of best practices to foster their professional growth.
- Rewrote a legacy application from Objective-C/UIKit to Swift/SwiftUI. This was achieved modularly by developing a separate SDK and progressively integrating it into the main application using SPM.

iOS Engineer

Dialexa - Dallas, TX   *May 2021 - April 2022*

- Utilize machine learning and augmented reality to enhance the app's performance and capabilities.
- Integrate advanced haptic feedback functionalities aimed at delivering meaningful assistance to the app's primary user demographic, which consists primarily of individuals with visual impairments.
- Proficiently utilize Protocol Buffers for efficient data serialization, ensuring cross-platform compatibility and security.

iOS Engineer

Bottle Rocket Studios - Dallas, TX   *May 2019 - May 2021*

- Develop numerous greenfield applications across diverse industries utilizing a variety of different iOS technology stacks and architectures.
- Collaborate closely with interdisciplinary teams of varying sizes requiring constantly engaging and onboarding with new engineers, designers, researchers, testers, product managers, and more.
- Ensure prompt and transparent communication with clients by demoing project progress weekly.
- Engage in the "Test Flight" process, aiding clients in assessing project requirements and timelines before project initiation.

EDUCATION

Bachelor's of Science in Computer Science

University at Albany, SUNY - Albany, NY   *May 2014*

TECHNICAL SKILLS

Swift, SwiftUI, UIKit, Combine, Kotlin, GraphQL, CocoaPods, Swift Package Manager