Paul Thi

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LANGUAGES & FRAMEWORKS

Expert   Swift   **//**   iOS (UIKit & SwiftUI)
Proficient   JavaScript, TypeScript, Python   **//**   Angular, NativeScript
Familiar   Java, Dart, SQL, COBOL   **//**   Flutter

PROFESSIONAL EXPERIENCE

Senior Software Engineer

Dialexa (Dallas, Texas)   *May 2021 - Present*

- **WompWomp**: An application that utilizes native iOS frameworks such as CoreData, MLKit, and ARKit. *(Swift & UIKit)*

Mobile Application Engineer

Bottle Rocket Studios (Dallas, Texas)   *September 2019 - May 2021*

- **MoneyGram**: International money transferring app. *(Swift & UIKit)*
- **Loanpal Pros**: Sales tool used by Loanpal partners and dealers that offers solar & battery financing to customers. *(Swift & UIKit)*
- **My Frontier**: Self-service tool for Frontier Communications' customers. *(Swift & UIKit)*
- **MaryKay IBC**: E-Commerce app for customers to purchase MaryKay beauty supplies and find beauty consultants. *(TypeScript, NativeScript & Angular)*
- **Frontier MTP**: Frontier Communications' Mobile Tech Portal used to assist technicians out on the field. *(Swift & SwiftUI)*

COBOL Developer

NYS Office of Temporary and Disability Assistance (Albany, New York)   *November 2018 - May 2019*

- **Welfare Management System**: New York State's welfare assistance programs such as Medicaid, Food Stamps, and Housing Assistance.

Java Developer

NYS Department of Tax and Finance (Albany, New York)   *January 2015 - November 2018*

- **Transportation Cluster**: New York State's transportation taxes such as One Stop Credentialing and Registration (OSCAR), International Fuel Tax Agreement (IFTA), International Fuel Tax Agreement Web File (IFWF), Highway Use Tax (HUT), and Highway Use Tax Web File (HUWF).

EDUCATION

Bachelor's of Science in Computer Science

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

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TECHNICAL EXPERIENCE

UIKit
- Built apps using both MVC and MVVM design patterns.
- Constructed UI utilizing Storyboards/XIBs and programmatically. Copious usage of Auto Layout and Size Classes for adaptive UI to fit various screen sizes.
- Coordinator Pattern for navigation and the passing of data between views.

SwiftUI
- Built apps using MVVM and Clean Architecture.
- Constructed UI using both SwiftUI components and utilizing UIViewRepresentable to bridge to UIKit components.
- State Management handled using State/StateObject/EnvironmentObject property wrappers in conjunction with Services to communicate with a global AppState.

Both UIKit & SwiftUI
- Utilize Apple frameworks such as WebKit, MapKit, MLKit, ARKit, Core Animations, and Core Data.
- Apple's Combine Framework and RXSwift for reactive programming
- Alamofire for Network Requests.
- Integrated application logic with REST, GraphQL, and Protobuf.
- Experience using XCTest and various snapshot test frameworks for unit testing.
- CocoaPods, Carthage, and Swift Package Manager for dependency management.
- Jenkins, GitHub Actions, and Fastlane for CI/CD.
- GitHub, Bitbucket, and Azure Repos for Code Repository.

Flutter
- Built apps using the Provider Pattern using the Provider Package.
- Constructed UI using Flutter's Stateful and Stateless Widgets. Also a fan of the VelocityX Package for a more minimalist UI Framework.
- Created multiple apps from Udemy course (Weather Tracking, Messaging, Cryptocurrency Price Tracer). And a personal app for Event Planning.