

Paul Wallace

Phone: (510)-432-7144 | E-Mail: paulrwall@gmail.com | Website: <https://prwallace.com>
GitHub: <https://github.com/PaulWall43> | LinkedIn: <https://www.linkedin.com/in/paulwall43>

Education

University of California San Diego

September 2013 – June 2017

- ❖ Major: B.S. Computer Science
- ❖ GPA: 3.412
- ❖ Provost Honors

Experience

iOS Software Engineering Intern – Education First

June 2015 – August 2015

- ❖ Designed and engineered reactively programmed classroom application from scratch.
- ❖ Utilized Swift and Objective-C to create a modern app with the stability of Objective-C.
- ❖ Researched and utilized Firebase as a backend for quick development and great speed.
- ❖ Worked with UI and UX designers to create a fluid and dynamic application.
- ❖ Took advantage of the Apple Maps SDK for convenient and innovative location features.
- ❖ Improved classroom communication and privacy through the use of iBeacons.
- ❖ Effectively communicated with English limited diverse team to quickly develop large app.

Projects

Foodar - iOS

<http://prwallace.com>

- ❖ Developed idea for finding and selecting nearby restaurants and configured application architecture for efficient API calls and subsequent manipulation of return data. Code available upon request*.
- ❖ Integrated system modules effectively in order to improve user experience.
- ❖ Implemented core filter functionality related to location finding and restaurant finding based on user input.

Tether - iOS

<http://prwallace.com>

- ❖ Designed, implemented, integrated, and tested comprehensive classroom application.

Open Source Voting - iOS

<https://github.com/PaulWall43>

- ❖ Engineered an open-source voting module for iOS developers to use for free.
- ❖ Utilizes Firebase (noSQL MBaaS) for fast, reactive updates, easy customization and great scalability.

Go - Java

<https://github.com/PaulWall43/Go>

- ❖ Used structured design and object oriented programming tactics to build a reliably fast platform for Go to be played on. Currently planning to implement a basic AI on my own platform by using a combination of mini-max evaluations and deep learning.

Skills

Languages

- ❖ Java
- ❖ Swift
- ❖ Objective-C
- ❖ Python
- ❖ C/C++
- ❖ HTML5/CSS3
- ❖ JavaScript

Tools/Libs/Misc

- ❖ UNIX
- ❖ Git/GitHub
- ❖ Xcode
- ❖ Firebase
- ❖ Sublime/Vim
- ❖ WordPress
- ❖ Node.js

Coursework

- ❖ Advanced Data Structures
- ❖ Theory of Computability
- ❖ Computer Organization and Systems
- ❖ Discrete Mathematics
- ❖ Intro to Artificial Intelligence*
- ❖ Algorithms*
- ❖ Software Engineering

Leadership

Vice President of Communications – Beta Theta Pi

<https://ucsd-beta.com>