

Paul Wallace

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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.
- ❖ Effectively communicated with English limited diverse team to quickly develop large app.

Education

University of California San Diego

September 2013 – June 2017

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

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

Projects

Personal Website – HTML/CSS/JS

<http://prwallace.com>

- ❖ Interactive portfolio, designed to be simple and easy to read. More projects are listed there.

Triton Battles – MEAN Stack

<https://tritonbattles.herokuapp.com>

- ❖ Engineered core functionality of card viewing with JavaScript, HTML and CSS.
- ❖ Utilized node.js to save delete and organize index cards for students to study and compete with.
- ❖ Featured as an editor's choice on portfolium.com.

Open Source Voting - iOS

<http://tinyurl.com/hfhucrv> (GitHub)

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

Go - Java

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

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

Leadership

Vice President of Communications – Beta Theta Pi

<https://ucsdbeta.edu>