Paul Wallace



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Objective

To develop meaningful and innovative software using my knowledge of software engineering, problem solving skills and experience.

Experience

Education First – Software Engineering Intern

Shanahai, China

June – August 2015

- Creative designer, engineer and presenter for new prototype classroom application
- Swift | Objective-C | Xcode | Firebase | iBeacons | Strategy and Singleton Pattern
- Developed the back-end, front-end, DB design, application architecture, UI and UX with lead mobile architect and QA tester
- Utilized Apple maps SDK and the Firebase API for innovative live updating features

Education

University of California San Diego

B.S. Computer Science

GPA: 3.407

Provost Honors – UCSD

Highest Honors - Castro Valley High School

Skills

My box of skills

Languages	Tools/Libs/Misc	Computer Science
 Swift Objective-C Java Bash C/C++ HTML5 CSS3 JavaScript 	 Xcode Eclipse Vim/Mvim/Gvim IntelliJ Firebase Node.js UNIX Sublime UI and UX Design Angular.js 	 Binary trees/tries Multiway-tries Ternary tries Hash Tables Linked Lists Graphs Dijkstras, BFS, DFS Design Principles SCRUM

Projects

Tether – Mobile Application

Swift, Objective-C, Xcode, Firebase, iBeacons, Apple Maps SDK

• Developed application to demonstrate creative new ideas for classroom teaching (more info on my LinkedIn profile: http://linkedin.com/in/paulwall43)

Triton Battles – Web Application

HTML5, CSS3, JavaScript, Mongo DB, OAuth2, Jasmine, Phantom.js, Karma, Node.js, Express.js

- Wrote JavaScript, HTML and CSS for core functionality
- Utilized DB API to fetch and retrieve info for the website
- Tested application extensively to ensure high quality using Karma and Jasmine

Go – Desktop Application

Java, Eclipse, log4i

- Engineered the Chinese board game, Go from scratch using Java and Eclipse
- Currently Developing basic Al

Calculator – Desktop Application

Java, C++, C, Vim

- Developed Calculator with multiple implementation methods:
- o Stack, Hash Table, Binary Tree, Linked List