Paul Wallace

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EDUCATION

UC San Diego   September 2013 – Current

Computer Science B.S.   3.4 GPA

EXPERIENCE

Premier Debate – Freelance iOS Developer   August 2016 – Current

Swift, Objective-C, Firebase, Django, Python

- Implemented scheduling system that supports all CRUD operations for user schedules and appointments
- Wrote all transaction and synchronization logic for scheduling appointments across all time zones (ACID)
- Created payment system by utilizing Stripe connect with Django, a Firebase database (noSQL) and the Alamofire networking library to allow for user verification and secure user to user payment with fee's
- Constructed remotely configurable algorithm that matches a student to a tutor by assigning a weighted score to each tutor based on debate preferences and other key characteristics pertinent to matching

BuLeaf – Startup Co-Founder   June 2015 – Current

Swift, Objective-C, Parse, AWS, Carthage

- Designed, built and launched iOS (Foodar) app that aids in discovering and choosing restaurants nearby
- Utilized Apple location services SDK to automatically find user location and update on user movement
- Implemented filter feature that gets user info and finds apt restaurants with an async call to the Yelp API

Macy's, San Francisco – iOS Developer Intern   June 2016 – August 2016

Swift, Objective-C, CocoaPods, Jenkins

- Decreased length of critical path to Macy's makeup products by 50% with prototype make up try on feature
- Integrated Augmented Reality SDK for virtual makeup with the Macy's iOS app to demo for executives
- Reduced navigation time to Macys and Bloomingdales apps by 30% with iOS widget by using deep links

Education First, Shanghai – Software Engineering Intern   June 2015 – August 2015

Swift, Objective-C, CocoaPods, Firebase, iBeacons

- Served as lead software engineer, product manager, quality engineer, quality assurance, UX designer and UI designer for a prototype classroom application that was built in 5 weeks
- Used Firebase to implement API that supported real time asynchronous features such as voting, chat rooms, interactive touch games and remote teacher control that worked for 1000+ member audiences
- Used iBeacons to restrict sending sensitive information to only students in attendance

SKILLS

- Proficient Languages: Swift, Java
- Other Languages: Python, Ocaml, SQL, Objective-C, JavaScript, Scala, HTML/CSS
- Tools: Django, Node.js, Xcode, Firebase, Postgres, CocoaPods, Carthage

ACTIVITIES AND HONORS

- VP Communications for Beta Theta Pi at UCSD
- National Retail Federation scholarship to attend annual technology retail convention