Paul Wallace

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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://ucsdbeta.com***