PAUL WALLACE

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EXPERIENCE

iOS ENGINEER • MACYS • JULY 2017 – CURRENT
- Built POC Augmented Reality app using ARKit that included working plane detection, furniture placement, translation and rotation through touch gestures
- Collaborated with designers to develop UX flows for Macy's iOS app
- Built iOS app to benchmark various open source image caching libraries
- Refactored legacy autocomplete service class to work through Cocoapods
- Built custom UI on top of open source iOS video player library
- Updated internal UI library to improve code maintainability and scalability

iOS ENGINEER INTERN • MACYS • JUNE 2016 – AUGUST 2016
- Built iOS today widget for Macy's and Bloomingdale's
- Served as project manager for a team of seven interns to create a design for a virtual make up try on iOS application
- Implemented the resulting design in a proof-of-concept iOS app (AR not included)

iOS FREELANCER • AUGUST 2016 – FEBURARY 2017
- Built debate tutoring app based on client specifications that included authentication, user profiles, user matching based on preferences, appointment scheduling, rating system, local notifications and push notifications
- Ported existing iOS app database from Parse to Firebase

iOS ENGINEER • EDUCATION FIRST • JUNE 2015 – AUGUST 2015
- Built classroom iOS app to increase student engagement and assist teachers
- Implemented a teacher controlled voting and chat system as well as programmable lessons and games
- Built attendance keeping functionality by implementing iBeacon detection

EDUCATION

B.S. COMPUTER SCIENCE • JUNE 2017 • UC SAN DIEGO
- GPA: 3.32

PROJECTS

FOODAR – iOS APP (SWIFT)
- Built and released iOS app that used Apple Core Location and the Yelp API to find restaurants nearby, based on user preferences and customizable search parameters (no longer on the app store)

ELEMENTAL MANIPULATION – NODE.JS WEB APP
- Built (basic) online multiplayer fighting game that allows online users to move and attack other online users in real time