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   *Shanghai, 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

www.prwallace.com - Website
HTML5, CSS3, JQuery
- My personal website that I created to learn more about HTML, CSS & JavaScript

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, log4j
- Engineered the Chinese board game, Go from scratch using Java and Eclipse
- Currently Developing basic AI