Paul Wallace



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Objective

Learn, engineer and gain experience in front-end development and design.

Experience

Education First – Software Engineering Intern

Shanghai, China

June – August 2015

- Engineered, designed and presented an innovative mobile prototype classroom application
- Swift | Objective-C | Xcode | Firebase | iBeacons | Strategy and Singleton Pattern
- **Developed** the back-end, **front-end**, database design, application architecture, **UI and UX** with lead mobile architect, QA tester and Designer at Education First
- Utilized Apple maps SDK and the Firebase API for innovative live updating features

Education

University of California San Diego – B.S Computer Science

September 2013 – Current

GPA: 3.407

Provost Honors – UCSD

Highest Honors - Castro Valley High School

Skills

My box of skills

Languages	Tools/Libs/Misc	Computer Science	Personality
 Swift Objective-C Java Bash C/C++ HTML5 CSS3 JavaScript Chinese 	 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 	 Hard-working Dedicated Punctual Analytical Motivated Dedicated Improving

Projects

www.prwallace.com - Website

HTML5, CSS3, JavaScript

Launched a personal website to develop my skills in design, HTML, CSS and JavaScript.

Tether – Mobile Application

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

• Created mobile application from scratch and demonstrated creative new ideas for classroom teaching (more info on my LinkedIn profile: http://linkedin.com/in/paulwall43)

Triton Battles – Web Application

HTML5, C\$\$3, JavaScript, Mongo DB, OAuth2, Jasmine, Phantom.js, Karma, Node.js, Express.js

- Engineered core functionality using HTML, CSS and JavaScript
- Utilized DB API to fetch and retrieve info for the website
- Extensively tested the application 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