

Paul Wallace

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EDUCATION

UC San Diego

Computer Science B.S.

Graduating: June 2017

3.4 GPA

EXPERIENCE

Premier Debate – Freelance iOS Developer

August 2016 – Current

Swift, Objective-C, Firebase, Django, Python

- Developed debate app from scratch that provides a platform for students to pay tutors for tutoring
- 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, Firebase (noSQL) and the open source 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

- Led team of 7 tech and 2 business interns to build and integrate prototype AR feature with the Macy's app
- Decreased length of critical path to Macy's makeup products by 50% with prototype makeup try on feature
- Integrated Augmented Reality SDK for virtual makeup with the Macy's iOS app to demo for executives
- Built iOS widget and reduced navigation time to Macys and Bloomingdales apps by 30% with deeplinks

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

PROJECTS

Triton Battles – Software Engineer

June 2015 – August 2015

MongoDB, Node.js, Express.js, Angular.js, OAuth2, Heroku, HTML5/CSS3

- Utilized mongoDB and node.js to query for user owned index cards and built the front end for card viewing

SKILLS

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

ACTIVITIES AND HONORS

- VP Communications for 70 people with Beta Theta Pi at UCSD