

# PAUL WALLACE

[PRWALLACE.COM](http://PRWALLACE.COM) | [PAULRWALL@GMAIL.COM](mailto:PAULRWALL@GMAIL.COM) | 510-432-7144

## EXPERIENCE

---

### SOFTWARE 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 npm module as a backbone app for product browsing that used both client side and server side rendering to improve testability and user experience
- Built client-side JavaScript caching module that improved product fetching performance by 99% through an in memory and local storage caching pipeline

### SOFTWARE 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

### SOFTWARE FREELANCER • AUGUST 2016 – FEBURARY 2017

- Built debate tutoring iOS app based on client specifications that included authentication, user profiles, user matching based on preferences, appointment scheduling, rating system, local notifications and push notifications

## 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

## SKILLS

---

### LANGUAGES:

- Swift, Objective-C, Java, JavaScript, HTML, CSS, Python

### TOOLS:

- Node.js, Git, UNIX, Backbone.js, Cocoapods, Spring