

Paul Wallace

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Experience

iOS Engineer | Macys | July 2017 – Present

- Reduced shopping cart load times by 50% and improved user experience by optimizing network call structure and rendering flow
- Re-engineered the shopping cart to remove tight coupling and improve testability
- Served as main engineer for augmented reality furniture and make-up in the Macys app
- Built multi-media browsing feature from scratch to test user interest in creative media
- Helped redesign Macys app architecture to remove tech debt and improve app health
- Built internal library to route between features without tight coupling
- Built internal iOS app to benchmark open source image caching libraries
- Refactored legacy auto-complete service into flexible Cocoapod service layer module

iOS Engineer Intern | Macys | June 2016 – August 2016

- Built and documented iOS 9 today widget for Macy's and Bloomingdale's that was used as a template for the current widget in production today
- Served as project manager and engineer/teacher for a team of seven interns to create a virtual make up try-on iOS application

iOS Freelancer | August 2016 – February 2017

- Created debate tutoring app that matched students with teachers based on key metrics such as preferred types of debate, experience and availability
- Utilized Firebase to support authentication, push notifications and data persistence
- Ported existing iOS app database from Parse to Firebase

iOS Engineer Intern | Education First | August 2016 – February 2017

- Built real time classroom iOS application by utilizing Firebase and iBeacons
- Worked on feature allowing for dynamic creation and administration of quizzes
- Built control module to give teachers override access of student apps
- Built attendance tracking feature by checking for nearby student's devices through Bluetooth signals and iBeacons.

Education

B.S. Computer Science | June 2017 | UC San Diego