Paul Wallace

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EDUCATION

UC San Diego   September 2013 – Current

Computer Science B.S.   3.4 GPA

EXPERIENCE

Premier Debate – Freelance iOS Developer   August 2016 – Current

Swift, Objective-C, Firebase, Django, Python

- Implemented scheduling system that supports schedule upload and viewing by users (CRUD), wrote all transaction and synchronization logic to adhere to the principles of ACID and dealt with scheduling appointments and updating app UI for users across any time zone by using the Apple SDK for dates
- Built robust sign up and survey system that uses Firebase Auth, customizable through remote configuration
- Created payment system by utilizing Stripe connect with Django, a Firebase database (noSQL) and the Alamofire networking library to allow for user verification and secure user to user payment with fee
- Constructed remotely configurable algorithm that matches a student to any available tutor by measuring key similarities and differences of the student and tutor profiles in O(n) time

BuLeaf – Startup Co-Founder   June 2015 – Current

Swift, Objective-C, Parse, AWS

- Designed, built and launched native iOS 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, Jenkins

- As lean lab manager of 7 technical and 2 business interns created prototype of virtual makeup platform for the Macy's app, resulting in a 50% decrease clicks for similar customer usage flows
- Integrated vendor provided Augmented Reality virtual makeup solution with Macy's iOS app
- Reduced navigation time to Macys and Bloomingdales apps by 30% with iOS widget by using deep links

Education First, Shanghai – Software Engineering Intern   June 2015 – August 2015

Swift, Objective-C, Firebase, iBeacons

- Served as lead software engineer, product manager, quality engineer, quality assurance, UX designer and UI designer for in-classroom prototype 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
- Built feature to only send sensitive classroom information/data to students in attendance using iBeacons

SKILLS

- Proficient Languages: Swift, Java
- Other Languages: Python, Ocaml, SQL, Objective-C, JavaScript, Scala, HTML/CSS
- Tools: Django, Node.js, Xcode, Firebase, Unix, Git, Postgres, Tomcat, Eclipse, Sublime Text, Express.js

ACTIVITIES AND HONORS

- VP Communications for Beta Theta Pi at UCSD
- National Retail Federation scholarship to attend annual technology retail convention