

PAUL WOOD

SOFTWARE DEVELOPER

Profile

full-stack developer with management and outsourcing experience

Education

B.A. in Computer Science & Chinese Language, Wofford College 2008

Skills

Full Stack

Specified, managed & contributed to projects ranging as high as cloud based servers to as low as embedded systems with multi-platform mobile applications in between.

Mobile Development

Developer of mobile applications since 2008. Shipping iOS and Android apps with diverse goals, markets & locales.

iOS Development

Developer of iOS based projects since 2008. Shipping applications of diverse goals, markets & locales.

Project Management

Proven ability to lead and manage design and development projects in team and independent situations.

Gaming and Teaching

Designed and implemented mobile games, gamified shopping with iBeacons, wrote curriculum for adults learning their first programming language.

Technical

Objective-C

Swift

Javascript

OS X

Linux

Git & Subversion

Unity3D

Node.js

Augmented Reality

Bluetooth

iBeacon

Localization

Sketch

Zeplin / InDesign

Rapid Prototyping

Experience

Lowe's Home Improvement

Senior Software Developer

Mooreville, NC USA Jan 2017-2019

iOS Application developer for Iris by Lowes, a smart home platform with over 180 connected devices. Implemented a number of complicated User Interfaces, TouchID / FaceID, device pairing, streaming video and professionally monitored alerts to protect your home.

The Iron Yard

Mobile Instructor

Charleston, SC 2016-present

Served as lecturer and mentor to students. Helped them learn to think like engineers and hone their skills in a programming discipline. I refined the Mobile curriculum. I created true beginner learning materials on highly technical subjects.

Independent Consultant

Application Development, Full Stack

Remote, USA 2015-2016

Remotely worked on the redesign of a Top 10 Fitness application's user interface. Worked under time constraints and a strict specification to deliver before a hard launch date. Remotely prototyped an upcoming application's full stack using modern technologies and frameworks: Node.js, MongoDB and Swift.

Transmedia Creative Lab

Lead Developer

Shanghai, China 2011-2015

Head of client-facing websites and applications. The third employee hired. Walkin is a Social Local Mobile startup based around bringing a new experience to retail stores using geolocation and augmented reality in the store. Specified an API for the application. Fully developed the iOS application from start to finish. Managed the programmers working on the Android app. Worked with many outsourced assets outside of the company as the main point of contact, for game development and web development.

Red Rocket Games

Webmaster / Game Developer

Shanghai, China 2009-2011

Started at Red Rocket creating a website for an internationally published game published by Valve's Steam platform. Became a game programmer creating some Top 100 iOS games. Also worked as a remote committer on Gamefly, porting the app to iPad and adding social features.

Other Work

Various Side-projects

Ongoing

Always looking for the next big thing in life, mine or in others, and willing to lend a helping hand. Making quick but beautiful websites, prototyping apps, and contributing to open source software.

Ask about:

Cycling Beijing to Shanghai

Building a Camper Van

Animation driven UI