

Clifford Panos

San Francisco, CA 94114 • (407) 538-2214 • cliffpanos@icloud.com
cliffpanos.com • github.com/cliffpanos • linkedin.com/in/cliffpanos

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY | Bachelor of Science in Computer Science **Graduated May 2020**
(146 Credits)
• 3.97 Cumulative GPA — Concentration: Systems Architecture & Human-Computer Interaction
• Graduated with Highest Honors; Georgia Tech Honors Program Member
• 2017 College of Computing Most Outstanding Freshman

UNIVERSITAT POLITÈCNICA DE CATALUNYA | Computer Science Study Abroad: Barcelona, Spain **Summer 2017**
• Enrolled in Georgia Tech courses at UPC and gained significant cultural experiences abroad

WORK EXPERIENCE

APPLE INC: Intelligent System Experience **Cupertino, CA**
Senior Software Engineer **September 2022 – Present**
• Built the Palette watch face and contributed to the Smart Stack system space for watchOS 10
• Developed the core infrastructure and experiences of the Action button on iPhone 15 Pro
• Delivered new slider experiences and polish in Control Center for iOS 17

Software Engineer **July 2020 – September 2022**
• Delivered and polished prominent Home Screen features for iOS 14
• Developed the core feature set for App Library on iPad and contributed to Widgets in the grid for iPadOS 15
• Built and refined major components and features of the all-new Lock Screens experience for iOS 16
• Contributed to the infrastructure and experience of the Dynamic Island on iPhone 14 Pro

APPLE INC: Software Engineering Intern, iOS System Experience **Cupertino, CA | May – August 2019**
• Delivered primary feature work for the interactions, architecture, and mechanisms of the iOS 13 Volume Indicator (HUD)
• Developed core system components and policies, feature prototypes, interface improvements, and framework APIs & SPIs

APPLE INC: Software Engineering Intern, iOS System Experience **Cupertino, CA | January – August 2018**
• Developed foundational components for iOS, watchOS, & tvOS while working cross-functionally on system architecture
• Focused on internal framework, testing, and tool development as well as performance improvements & UI polish for iOS 12

CS 1332 TEACHING ASSISTANT: Data Structures & Algorithms (Java) **Atlanta, GA | Fall 2017 & Spring 2020**
• Held a weekly recitation section and office hours, wrote JUnit tests and homework, and graded exams
• Managed 60 students and demonstrated proficiency in course material. Selected from over 100 applicants

PROJECT EXPERIENCE

“Unfoldit” iOS Application [on the App Store] (Swift) **Fall 2018 – Summer 2020**
• Led a team of three to conceive, design, and develop Unfoldit for iOS: the game of paper-folding & hole-punching
• Implemented the app using UIKit, advanced Core Animation techniques, & three custom frameworks | unfoldditapp.com

“Perfect Pitch” iOS Application [on the App Store] (Swift) **Spring – Summer 2020**
• Developed the app based on ubiquitous computing research at GT into using synesthesia to enhance pitch training

“True Pass” iOS & watchOS Applications (Swift) **Spring – Fall 2017**
• Created apps for Anthem Inc. that allow employees to check into an office using geofences and QR codes

Airbnb Data Visualization (HTML & JavaScript & d3.js) **Summer 2017**
• Produced three visualizations of Airbnb listing data in Barcelona to optimize travel plans | airbnb.cliffpanos.com

HONORS & ACTIVITIES

Leadership: Georgia Tech Student Ambassadors (2019 – 2020), iOS Development Club Executive Tech Lead (2017 – 2020), Omicron Delta Kappa Vice President (Fall’19 – Sp’20), Georgia Tech One-To-One Leadership Program (2017)
Awards: BSA Eagle Scout (2013), Georgia Tech InVenture Prize Finalist (2019), TreeHacks Category Winner (2019, ’20), HBS SVMP Participant (2019), ODK Outstanding Freshmen Leadership Award (2017)
Community: OutLoud Sports Dodgeball – San Francisco (2021 – Present), Delta Chi Fraternity Brotherhood Chair (2017)

SKILLS & COURSEWORK

Languages: Advanced: Objective-C, Swift | Intermediate: C, Java, SQL, Python | Basic: C++, HTML **Spanish:** Advanced
Tools: Xcode, Git, IntelliJ, JavaFX GUI development tools, d3 (JavaScript library), macOS
Concepts: iOS Human Interface & Development guidelines, Apple frameworks, databases, design of systems architecture
Coursework: Data Structures & Algorithms, Object-Oriented Design, Databases, Systems & Networks, Operating Systems
Interests: Application development, operating systems, health, space, internet of things, program management