

Clifford Panos

San Francisco, CA 94102 • (407) 538-2214 • cliffpanos@icloud.com
github.com/cliffpanos • linkedin.com/in/cliffpanos • cliffpanos.com

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY | Bachelor of Science in Computer Science Graduated May 2020

- 3.97 Cumulative GPA — Concentration: Systems Architecture & Human-Computer Interaction (146 Credits)
- 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: Home Screen Software Engineer, iOS System Experience. Cupertino, CA | July 2020 – Present

- 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

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 homeworks, and graded exams
- Managed 60 students and demonstrated proficiency in course material. Selected from over 100 applicants

RECONSO SATELLITE MISSION: Research for AFRL (Avionics Team) Atlanta, GA | Spring 2017

- Collaborated with a team of 8 to engineer the Core Flight Executive (CFE) system using C
- Reduced runtime complexity of the software message bus system for the primary state machine app

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 | unfolditapp.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

- Provided utility for Anthem Inc. that allows the company to more efficiently check-in employees to its Atlanta office
- Created apps that ease the location management process using *Firebase*, 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, iOS Development Club Executive Tech Lead, Georgia Tech One-To-One Leadership Program, Delta Chi Fraternity – 2017 Brotherhood Chair & 2016 Pledge Class President

Volunteer: Omicron Delta Kappa (ODK) Leadership Organization VP, TheGirlCodeProject (sponsored by Google igniteCS), Executive Advisor for the GT Servant Leadership Organization, “Epic Intentions” CS Service Organization

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

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, product management