

PAUL VON SCHROTTKY

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EXPERIENCE

iOS Engineer

Apr 13' - Present

Mobile Development, Roshka Squadra, Paraguay

- Coded and shipped six personal and business banking apps on iOS for Spanish, Brazilian and Paraguayan banks (top three banks in Paraguay)
- Both Objective-C and Swift apps in production
- Lead cross-platform development team (7 person) for iOS and Android
- Recognized need for, and coded in-house iOS library to provide native navigation to hybrid apps
- Both iPhone and iPad-only apps in production
- Regularly meet with clients to define needs, plan sprints, upload apps
- Ship app updates regularly to multiple apps with 2+ years in production
- Manage multiple iTunes Connect and Apple Developer accounts
- Experience with push notifications, GCD, Core Data, table view search suggestions & history, Google Map custom animations, advanced auto layout, synchronous web view to native comms, Xcode automated cmd-line builds, certificate pinning, custom keyboards, custom side menus, custom view drawing

Engineer Intern

Feb 12' - Jul 12'

Firmware Department, Biamp Systems, Australia

- Coded firmware for networked paging controller
- Interfaced with Atmel microprocessor, OLED display, capacitive-touch sensors and Ethernet network chip to allow the user to control volume (via an iPod-style click wheel) and change channels via a menu-style interface
- Designing and building PCB boards, creating BOMs, ordering materials

EDUCATION

Bachelor of Electronic and Computer Engineering

- Advanced Digital Signal Processing (spoken word recognizer in MATLAB & C)
- Real-Time Systems (coded a Space Invaders clone in Verilog and C on an FPGA with custom keyboard and monitor controller)

PERSONAL APPS

Dónde Cargo: <https://goo.gl/qTMmkK>

GITHUB

- Dining Philosophers Problem in Swift <https://goo.gl/bGXjXI>
- HN Hiring Extension: <https://goo.gl/uOR3Xf>, Store: <https://goo.gl/JkrntW>
- Collapsible Navigation Bar (Swift Extension): <https://goo.gl/QbaQgj>
- Conway's Game of Life (JavaScript): <https://goo.gl/MnHXXt>

SKILLS

- Swift (1.5 yrs), Obj-C (3 yrs), C (4 yrs), JavaScript (3 yrs), Java (1 yr)
- Xcode (3 yrs), Vim (4 yrs), Android Studio (2 yrs), git (3 yrs), Atlassian software management products (3 years)