

# 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 for iOS and Android apps (7 person team)
- Recognized need for, and coded an 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

## *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

- Collapsible Navigation Bar (Swift Extension) <https://goo.gl/fN22WR>
- HN Hiring Extension: <https://goo.gl/uao57G>, Store: <https://goo.gl/rVtQFy>
- Paged Table View (Swift Extension): <https://goo.gl/MgJ4SX>
- 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 products (2 years)