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# PAUL ANCAJIMA

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## PROFILE

I am an ambitious and driven software engineer with a strong foundation in computer science. My expertise lies primarily in iOS mobile app development and design, where I have gained significant experience and honed my skills over time.

SOFTWARE ENGINEER, KAISER PERMANENTE; PLEASANTON, CALIFORNIA –  
2019-PRESENT

PI Alerts – Role: iOS Developer – Oct 2019 - Oct 2020

- Spearheaded iOS development for an in-house server monitoring application at Kaiser Permanente.
- Facilitated the transition from basic auth to the more secure OAuth2.0 with PKCE, enhancing the application's security and user experience.

Mobile Development Kit – Role: iOS Developer, Web Developer – Oct 2020 - Present

- Collaborated closely with a talented team of engineers at Kaiser Permanente to design and maintain libraries that could be easily consumed by other developers.
- Skillfully resolved numerous defects and implemented requested features to optimize the functionality of the Mobile Development Kit and improve overall user experience.
- Placed a strong emphasis on meticulous testing practices, achieving high code coverage and ensuring the highest levels of quality assurance.

Attestation Station – Role: iOS Developer – January 2021 - April 2021

- Successfully executed proof-of-concepts and integrated Realm mobile database to enhance performance and scalability.
- Efficiently leveraged Microsoft Intune's Mobile Device Management capabilities to streamline configuration loading.

## TOOLS

Demonstrating mastery in a diverse range of advanced tools and technologies such as Swift, Obj-C, Cocoa Touch, SwiftUI, UIKit, Combine, JavaScript, Node.js, HTML, and CSS.

SAN FRANCISCO STATE UNIVERSITY, CALIFORNIA – BACHELOR OF SCIENCE -  
COMPUTER SCIENCE, 2019

School Project – Intro to Artificial Intelligence

- Leveraged Titanic data set from Kaggle.com to create an iOS app that uses ML to predict survival rate of a passenger based on characteristics.