Paul Henry Booth

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I like to do, make, and learn new things. I'm a math nerd passionate about empathizing with humans and telling a unique story. I appreciate kind, thoughtful, and creative people. I also dance, improvise, and occasionally write poetry.

Experience

- **Twitter Senior Software Engineer, Android Technical Lead**   **July 2013 - Oct 2015**
  - Created first phone-centric onboarding (Digits) increased mutual follows 27%, tweets, faves, retweets, mentions sent and received each up 7-19%, number of days that new users logged in increased 3%
  - Learned Objective-C, and also shipped Digits on iOS with team, while continuing to iterate
  - New User Experience and empty state improvements: increased 30 day retention 4% absolute over six months
  - Onboarded, trained, mentored 3 new hires, all promoted, +2 review privileges, and owners of infrastructure
  - Took over legacy system to create User Messaging Framework for customized messages and in-app education
  - Managed launch of World Cup 2014 NUX - huge cross-functional effort, timeboxed development of new features
  - Review Committee member approving code approvers, Core Values Ambassador, New Hire Orientation teacher, Tweetmasters (Toastmasters) President, Battledecks organizer, Demo Hour winner and host, Tea Time host
  - Summer 2012 Mobile Web Growth Intern fullstack work in Ruby, JS, HTML, CSS on feature and smart phones

- **Google Software Engineering Internship**   **May 2011 - August 2011**
  - Google+ Team, working with Infrastructure and Latency
  - Created, documented, and used system that works with existing and new controlled feature launches
  - User action latency, calculate request information and statistics, improve debug display
  - Learned Soy Templating, Closure, Guice Injection, Protocol Buffers, gqui, Cariscope, Perforce
  - Participated in 3 social hackathons, sometimes the only intern, lead teams ranging in size from 1 to 8 people

- **Long-term Undergraduate Research Experience (LURE)**   **Summer 2010 - May 2013**
  - Submitted 3 papers for publishing involving the minimum labeling of graphs under certain constraints related to the channel assignment problem. Spoke at LURE conference at Sam Houston State University.
  - Gave contributed talk at 2011 Joint Mathematics Meetings.
  - Sole programmer for computationally intensive, computer aided proofs, and created program for displaying, manipulating, analyzing, and labeling graphs for current and future researchers
  - Extended Kral-Skrekovski-Tancer Conjecture by completing previously intractable calculations on $\approx 1.18 \times 10^8$ graphs each with 24 vertices and 3 edges per vertex in less than a week.
  - Accepted for publication in *Discrete Applied Mathematics*

- **Franklin W. Olin College of Engineering** GPA: 3.80   **Fall 2009 - May 2013**
  - 9 month startup project funded by Facebook on physical social media devices; authored a utility patent
  - Won over $3000 from Dharmesh Shah in an MIT entrepreneurship class
  - Created human-powered chatbot through GChat and Facebook Chat
  - Created and presented phsyical Tower Defence game with computational and electromechanical components
  - Won CCSCNE Research Competition for EvolVerilog, a genetic algorithm in a Hardware Description Language
  - Studied at Elizabethtown College in HS - took graduade course General Relativity, PDEs, Discrete - GPA 4.0

- **Independent Research**   **Fall 2009 - Spring 2010**
  - Self-motivated independent research into Artificial Intelligence. Learned about AI topics such as genetic algorithms, neural nets, and mini-max algorithms. Presented at Olin Exposition.
  - Created Java Ataxx game as testbed to see how AIs adapted and interacted with other AIs or human players.

Do, Make, Learn