

PAULA BASSWERNER

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EDUCATION

Northeastern University, Boston, MA

MS in Computer Science

Relevant coursework:

- Foundations of Computer Science
- Discrete Structures
- Object Oriented Programming
- Data Structures, Algorithms, and Their Applications within Computer Systems
- Database Management Systems
- Mobile Application Programming for Native iOS
- Human Computer Interaction
- Full Stack Web Development
- Game Development in Unity
- Affective Computing
- Data Structures and Algorithm Analysis

Bachelor of Arts in International Affairs

Senior Undergraduate Capstone:

"Community Health Workers and Mobile Technologies as Strategies for Improving Maternal and Child Health in Latin America"

PROJECTS

Appraisal Stream iOS Application

- Contributed to Augmenting Live Performance for Audience Emotional Synchrony, a research project exploring how real-time emotional data visualizations enhance audience synchrony and social connection during music live performances.
- Developed and implemented the Appraisal Streamer iOS application, enabling real-time emotional intensity data streaming for live performance analysis.
- Engineered a UDP-based data pipeline to transmit self-reported emotional appraisals, ensuring low-latency and reliable data visualization in TouchDesigner.
- Optimized system performance through multithreading, local data backups, and streamlined deployment using TestFlight for internal testing.

Moody iOS Application

- Designed and developed Moody, an iOS mood journaling app that allows users to log moods, capture daily snapshots, and receive personalized song recommendations.
- Integrated Spotify authentication, Web API, and iOS SDK to enable user login, fetch mood-based songs, and play tracks with album artwork.
- Implemented camera functionality for users to take or select images as part of their daily mood entries.

Gesture Music Player Android Application

- Developed an Android gesture-based music player using Spotify Android SDK and Pison's SDK, enabling

hands-free music control based on user gestures.

- Implemented MVVM architecture, leveraging LiveData and Jetpack Navigation Components for efficient state management and navigation.
- Integrated gesture recognition to map user movements to specific music genres

Terrarium Games Web Application

- Developed a full-stack web application for Terrarium Games, a board game e-commerce platform built with React, Node.js, Express, and Prisma.
- Implemented core e-commerce features including user authentication, game browsing, product bookmarking, and "Notify Me" requests for upcoming releases.
- Integrated Shopify Storefront API to enable real-time product listings and purchase links for live inventory management.
- Designed and deployed responsive, accessible frontend UI using Bootstrap and React Testing Library for unit testing coverage.
- Deployed full stack using Render and Vercel, ensuring smooth integration between client, server, and database layers

Plantier IoT Plant Monitor Application

- Built a smart plant care system combining an Android app, Adafruit CLUE sensor board, and Pison wearable to monitor and respond to plant needs.
- Used BLE to stream real-time temperature, humidity, and soil moisture data from the CLUE board, triggering haptic alerts via the Pison wearable when watering was needed.
- Enabled gesture-based irrigation by detecting a wrist rotation to activate watering, creating a seamless feedback loop between sensing and action.
- Won 2nd place at the internal Pison Hackathon

EXPERIENCE

Pison Technology

October 2020 to September 2021

Software Platform Developer

SDK Team:

- *Part of a 2 person team in charge of exposing Pison's core gesture technology via a multiplatform SDK.*
- *Maintained the multiplatform server that powers our SDK as well as integrated functionality to the native Android application that hosts it.*
- *Created client applications showcasing the SDK functionality and application of the gesture technology.*

Intrepid Studio at Accenture Digital Products

April 2016 to October 2020

Android Developer

April 2018 to October 2020

Bluetooth Headphone App

- Worked in close collaboration with product ownership and firmware teams to iterate on a native Android companion application for Bluetooth headphones and speakers with capabilities such as Voice Assistant and Augmented Reality Support. Integrated new products and functionality, created interactive onboarding sequences, and implemented app redesigns all for an installed user base of 1M+. Worked regularly to maintain and improve app performance and stability.

Energy Corporation Consumer App

- Implemented biometrics, power outage push notifications, and compatibility with newer Android OS for an award-winning app with 10K+ installs that enables customers to manage their utility service.

- Used a hybrid of Kanban and Scrum methodologies to manage implementation while working with a client-facing cross-platform team of iOS engineers, QA testers, and UX designers.

Android Apprentice

Facial Recognition Messaging App

- Implemented authentication, onboarding, and facial expression recognition via open-source SDK Affectiva for an experimental messaging app that suggests emojis in real time based on the user's facial expression.
- Collaborated closely with UX designers and iOS developers to ensure platform parity.

Product Manager

September to November 2019

Planted: A Plant Care and Monitoring App

- Productized an experimental iOS and web app that utilizes lux readings to recommend new house plants for users and caring for their existing ones. Defined user personas, UX pillars, look and feel direction, and MVP scope

Offshore Mentor

India Offshore Apprenticeship Curriculum & Mentoring

- Redesigned the Android apprenticeship curriculum to support offshore developer onboarding, tailoring content for remote learning and hands-on skill development.
- Mentored two offshore Android developers, focusing on code quality, MVVM application architecture, and best practices in version control and debugging.
- Provided ongoing support in Agile methodologies, sprint planning, and collaborative development to help integrate apprentices into the larger engineering workflow.

VARIOUS

Operations Project Coordinator at Intrepid Pursuits

- Provided administrative and business support to the CEO and members of the executive management team.
- Primary liaison for culture building event planning.
- Managed office logistics and outside vendor relationships.

Consultant at Center for Social Initiative and Management in Hyderabad, India

- Developed a Design Thinking curriculum geared toward social impact professionals adapted specifically for the economic development sector in India

Consultant for Akshaya Patra in Bangalore, India

- Conceptualized a mobile trivia game to raise awareness about nutrition and access to education during National Nutrition Week in India.
- Developed a design prototype that engaged Indian teenagers with nutrition education while allowing them to donate meals to children in need.

Consultant for Esperanza International in Santo Domingo, Dominican Republic

- Assessed the viability of micro-finance initiatives in two rural communities in the Dominican Republic via the collection and analysis of qualitative data.
- Led social media fundraising effort for the financing of micro-loans in those communities.

Community Assessor for Kalu Yala in San Miguel, Panama

- Designed and conducted an asset and needs mapping for Kalu Yala to determine potential investment and social initiative opportunities.
- Used mapping and water testing to determine a link between the high incidence of renal failure and the water quality in the community.
- Fostered a partnership between local leaders and an international NGO for the provision of water filtration systems.

SKILLS & TECHNICAL KNOWLEDGE

Programming Languages: Kotlin, Java, C, C#, Javascript, Typescript, Swift, Python, R

Tools & Frameworks: React, [Node.js](#), [Express.js](#), HTML5, CSS

Databases: MySQL, MongoDB, Prisma

Development & Operations: Git

Experience: Native Android Development with Java and Kotlin, Retrofit, LiveData, ViewModel, Accessibility Integration, Agile framework, Kanban and Scrum methodologies

Exposure: Reactive Programming, RxJava, Coroutines, Bluetooth Classic and BLE, Biometrics, Python,

Tools: Android Studio, Git, Atlassian Jira, Bitbucket, Confluence, Zeplin, Figma

Spoken Languages: Fluent in Spanish, Conversational in Portuguese