

WILLIAM ASTILLA

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Education

University of North Carolina at Chapel Hill

Computer Science (BA); Entrepreneurship minor

May 2024

GPA: 3.86

Experience

iOS Engineer

Walmart Global Tech

July 2024 – Present

Sunnyvale, CA

- Architect and ship a **dynamic payment-allocation engine** that automatically routes eligible basket items to Direct Spend Cards, expanding tender options and meeting regulatory requirements
- Lead migration from the legacy Walmart Pay checkout to a **next-generation flow** while keeping the old flow live behind feature flags—enabling a friction-free pilot and zero downtime for 22 M monthly users
- Extend Walmart Pay for **omnichannel use**—in-store lanes, fuel pumps, and EV chargers—by consolidating shared payment and transaction modules
- Increase test coverage to **80 %**; leverage GitHub Copilot to scaffold repetitive test cases and enforce coverage gates in CI
- Onboard and mentor a senior engineer and an intern through step-by-step runbooks, pair-programming sessions, and regular feedback
- Ship features from concept to release by contributing to architecture reviews, defining mobile-backend API contracts, and aligning iOS, backend, and design teams

iOS Engineer/CMO

App Team Carolina

Jan 2022–May 2024

- Work with a team of developers, product managers, and designers to create an iOS application for a client aiming to make navigating UNC's campus more accessible for those with mobility limitations
- Build user-facing features of application using Swift, SwiftUI, MapKit and UIKit
- Ensure use of industry best practices including MVVM architecture, unit testing, and team collaboration using Git and GitHub
- Lead all marketing and external relationship efforts of the organization and manage a team of 5

Projects

My Spot – Date-Spot Sharing App (Swift, SwiftUI, Firebase, Combine)

- Released a production iOS app on the App Store that lets users bookmark, rate, and share their favorite date locations with friends and partners
- Integrated Firebase (Auth & Firestore) for secure user accounts and real-time data sync; employed the Combine framework for reactive state management
- Implemented location-based discovery and a custom card-style swipe animation (inspired by dating apps) for quick browsing and saving of spots

AuxJelly (Swift, SwiftUI, ShazamKit)

- Developed an iOS app using ShazamKit and Spotify's API that identifies a song playing nearby and auto-generates a playlist of similar tracks
- Implemented PKCE flow for OAuth 2.0 to secure authentication with Spotify and protect users against authorization-code interception
- Built a responsive, accessible UI entirely in SwiftUI

Computer Vision Clock (Raspberry Pi, Python, OpenCV)

- BEAM Makerfest 2023 Winner: *Best Overall Project*
- Led a team in creating a clock that uses facial recognition to identify specific users and show a “faster” time to hurry them out the door
- Leveraged Python, OpenCV, and Tkinter on Raspberry Pi for facial recognition, time-adjustment logic, and GUI

Roadio (Swift, SwiftUI, Python)

- HackNC 2022 Winner: *Best User Experience*
- Built the iOS front-end for a road-trip cost-analysis tool, handling route entry, real-time fuel-price lookup, and expense summaries

Technologies and Languages

Languages: Swift, Python, JavaScript, Java, SQL, HTML, CSS, Typescript

Technologies: SwiftUI, Xcode, UIKit, Combine, XCTest, Git, GitHub, ReactJS, AngularTS, PostgreSQL, FastAPI, Charles Proxy, Jira, Trello, VSCode, IntelliJ, three.js