

# Zach Waterson

software & UX developer

San Francisco, CA  
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zachwaterson.com

## Education: University of Notre Dame

**Bachelor of Science in Computer Science** (*May 2016*)

Minor in Philosophy, Politics, and Economics (PPE)

GPA: 3.96 / 4.0 (*summa cum laude*)

## Skills:

- iOS apps and frameworks in Swift and Objective-C
- user interface prototyping with Sketch
- UNIX shell, regular expressions, & scripting
- version control and dependency management

## Experience:

*Technical:*

### Apple, Inc.

**Software Engineer** (*September 2016 – Present*)

- Participating in a two-year rotation program across various teams, projects, and roles within Apple
- Spearheaded UI design and code architecture on multiple iOS apps serving different business needs
- Mentored junior developers and interns in iOS development and UI design best practices

**Software Developer Intern** (*May 2015 – August 2015*)

- Designed and developed an iOS app from concept to implementation for widespread internal use
- Presented projects to both the Senior Vice President of Software Engineering and the CIO

**Campus Rep, University of Notre Dame** (*February 2014 – December 2014*)

- Inspired students, faculty, and staff to better incorporate technology into their work by administering technical workshops and offering one-on-one sessions to help create interactive, immersive experiences enabled by technology such as Mac, iPad, and Apple TV

### Growing the Faith, Inc.

**Software Developer Intern** (*June 2014 – August 2014*)

- Expanded features for OneParish, a comprehensive digital solution for Catholic parishes, offering directory, donation, and calendar access for parishioners and administrators
- Developed an easy-to-use web interface for administrators and salespeople to view on-boarding statistics for parishes, including active user counts, donations, and real-time install base

### University of Notre Dame

**Software Developer, Office of Information Technologies** (*November 2012 – May 2016*)

- Redesigned the official mobile app for the University, adding new features such as weather, webcams and the ability to hail the University safe-ride service using a student-designed API and user interface
- Experimented with virtual reality applications for the University, including augmented reality tours and immersive gameday experiences through a mobile app and iOS UI library

### Notre Dame Student Hackathon

**First Prize** (*October 2012*)

- During first exposure to iOS development, won first prize with social quiz game, "Q&A," in which players are given a word and write a question for friends with that word as the answer
- Presented at the Notre Dame Mobile Summit to an audience of faculty and administrators

*Advisory:*

### Notre Dame College of Engineering

**with the Department of Computer Science** (*October 2014 – May 2016*)

- Collaborated with recent graduates, faculty, and the Career Center to provide resources and guidance to better prepare students for technical positions at companies such as Apple
- Presented twice to the Industry Advisory Council, discussing with alumni the direction and effectiveness of the Department in the context of the technology industry in the Bay Area
- As a Teaching Assistant for Theory of Computing, worked with the Department to reform and restructure curriculum so pacing and material are congruent with the topics common in interviews

*Leadership:*

### Notre Dame Student Government

Judicial Council President • Junior Class President • Hall Senator • Freshmen Class Council member