

# Paul Bardea

University of Waterloo - Software Engineering  
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## SKILLS

**Languages:** Swift, Objective-C, Scala, C++, Ruby, Python, JavaScript, C

**Frameworks & Tools:** Ruby on Rails, Scala Play, Flask, Git, REST, RPC, SQLite, MongoDB

## WORK EXPERIENCE

### Eventbrite

September - December 2016

#### Mobile Software Engineer

San Francisco, CA

- Contributed significantly to the **re-architecture** of core iOS infrastructure to be used across iOS products.
- Migrated service supporting an offline **distributed** computing syncing system leveraging **Core Data**.
- Wrote a dependency-free and tested **networking** and **response parsing** layer for an internal framework.
- Created a centralized networking operation manager to minimize **networking** usage footprint.
- Implemented new features for Organizer app in **Swift**, such as an animated app introduction tutorial.

### TextNow

January - April 2016

#### Software Developer

Waterloo, ON

- Made major contributions to a feature toggling web service for web and mobile clients in **Ruby on Rails**.
- Reduced crash rate in iOS app by **over 10%** including solving concurrency issues with **database** writing.
- Refactored ad code to use **MVVM** architecture to improve code maintainability, modularity, and testability.
- Implemented and shipped new features using **Objective-C**, such as phone number blocking.

### Osellus Mobile

May - August 2015

#### Mobile Software Developer

Toronto, ON

- Reduced networking usage footprint and page loading time from **~10s to ~1s** by introducing **asynchronous** network requests, **multithreading**, and **caching** to applications.
- Learned **Swift** while creating 2 iPhone applications which interface with **REST** and **RPC-JSON** APIs.
- Worked as main developer on large enterprise applications written in **Objective-C** under tight deadlines.

### ZurApps Research Inc.

June - August 2013

#### iOS Developer

Toronto, ON

- Improved **performance** of rendering custom views, eliminating animation stuttering.

## PROJECTS

### Swift Thinking

[github.com/pbardea/swiftthinking](https://github.com/pbardea/swiftthinking)

- A simple and generic **machine learning** framework written in **Swift** using **neural networks**.
- Uses **backpropagation** with optimizations such as gradient descent.

### Tech Retreat

[github.com/techretreat/learnathon](https://github.com/techretreat/learnathon)

- A geocaching app in **Swift** built to teach mobile development and a backend API built on **MEAN** stack.

### Tic-Tac-Toe Robot

[github.com/pbardea/scribbler](https://github.com/pbardea/scribbler)

- A robot that plays against a human opponent controlled by a **voice interface** using Google Speech API.
- Wrote logic to intelligently decipher the user's move based on the speech-to-text translation, in **Python**.

### Note-It-Now

[github.com/sachdevs/Note-it-Now](https://github.com/sachdevs/Note-it-Now)

- A **Flask** web app that converts hand-written notes to markdown. Uses **OpenCV** for image processing.

## INTERESTS

When I'm not coding, you'll likely find me tinkering with my [vimirc](https://www.vimirc.com), fumbling at the guitar, or [behind a camera](#).