

Paul Bardea

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SKILLS

Languages: Python, Swift, Objective-C, Scala, Java, C++, Ruby, Go
Tools & Technologies: Git, Unix, Vim, Tornado, Rails, Play, Thrift, Cassandra, Core Data, Redis

EXPERIENCE

Uber - Backend Software Engineer San Francisco, CA
Python, Tornado, Thrift, Cassandra, Redis May - Aug 2017

- Implemented pre-canned messages in Uber's real time chatting platform to **improve trip safety** and deployed the service into highly available environments to nearly **one million users**
- Built a content filtering library in Python to be used across all communication platforms at Uber, such as SMS and email, to **reduce malicious messages** and **phishing** between riders and drivers
- Added monitoring and logging to help detect and fix issues, increasing message sending success rate by **~15%**

Eventbrite - Mobile Software Engineer San Francisco, CA
Swift, Objective-C Sept - Dec 2016

- Wrote a networking framework in Swift to reduce networking usage and **improve developer productivity**
- Enabled failure tolerant syncing of attendee check-ins to events across an offline network of iOS devices
- Leveraged dependency injection to ensure that networking framework was easily mockable for testing
- Implemented new features for Eventbrite *Organizer* app, including an animated introduction tutorial

TextNow - Software Developer Waterloo, ON
Ruby on Rails, Objective-C Jan - April 2016

- Implemented phone number blocking feature in VoIP app to reduce unwanted calls and released to **100,000+ users**
- Reduced crash rate in the iOS app by **over 10%** by fixing various bugs and concurrency issues in Core Data
- Contributed to a feature flagging Rails service for web and mobile clients to **improve the quality of feature rollouts**
- Collaborated to create an effective development and release strategy across all platforms to accommodate a rapidly growing engineering team

Osellus Mobile - iOS Developer Toronto, ON
Swift, Objective-C May - Aug 2015

- Improved PineApp iOS app load times from **10s to 1s** and accelerated main page load times by **10x**
- Individually **created** 2 apps in Swift and developed features for 4 other enterprise apps under tight deadlines

PROJECTS

- **Graphflow:** Added support for more Cypher queries and good testing practices for an in-memory graph database
- **GoTracer:** A 3D ray tracer built in Go that supports anti-aliasing as well as diffuse and metal materials
- **Swift Thinking:** A generic machine learning neural network framework written in Swift
- **Tech Retreat:** Lead a small team to build a iOS geocaching app and a curriculum, for a Learnathon, to teach programming essentials for high school students
- **Scala Compiler:** Implemented a compiler in Scala supporting type checking, tail recursion, closures, and garbage collection in *Introduction to Sequential Programming* course to compile a subset of Scala to MIPS

EDUCATION

University of Waterloo - Candidate for Bachelor in Software Engineering 2014 - 2019

- Math and Engineering Dean's Honours List
- Courses: Machine Learning, DB, Concurrency, Software Architecture, OS, OOP, Sequential Programming, Algorithms, and Data Structures