

PAUL THI

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WORK EXPERIENCE

iOS Engineer

Expedia Group - Austin, Texas

July 2022 - Present

- **Expedia, Hotels.com, Vrbo, CarRentals.com, and more** (Travel): Build shared composable components utilizing GraphQL to generate Server-Driven UI. These components are leveraged across all of Expedia Group's products to give customers a consistent look and feel while also allowing the company to scale up quickly and easily.
- Lead a team of 4+ iOS Engineers for the Trips platform.
- Representative for iOS in key meetings influencing architecture, design, and quarterly estimations.
- Act as the central point of contact for iOS Trips matters, becoming an adjudicator for final decisions.
- Collaborate with other Platform Leads to maintain uniformity and consistency.
- Organize iOS developer syncs to bridge knowledge gaps between engineers across multiple teams.
- Consistently deliver real-time support for Expedia's apps, encompassing monitoring crashes, triaging bug tickets, implementing hotfixes, and managing release schedules.
- Developed shared component SDK libraries and imported them using SPM to enable rapid screen development for all Expedia Group apps.

iOS Engineer

InRhythm - New York, New York

April 2022 - July 2022

- **Fidelity Investments** (Finance/Fintech): Rewrote their flagship legacy app from Objective-C/UIKit to Swift/SwiftUI. This was achieved modularly by developing a separate SDK and progressively integrating it into the main app using SPM.
- Heavily embrace dependency injection for better abstraction to facilitate modularity and testability.
- Dramatically enhance software stability and reliability through adding extensive automated testing.
- Mentor junior developers to ensure the adoption of best practices to foster their professional growth.

iOS Engineer

Dialexa, an IBM Company - Dallas, Texas

May 2021 - April 2022

- **Genentech Inc** (Healthcare): Developed a healthcare monitoring app for optometrists to track the progression of patients' degenerative eye diseases, enabling both in-office and remote monitoring.
- Utilize machine learning and augmented reality to enhance the app's performance and capabilities.
- Integrate advanced haptic feedback functionalities aimed at delivering meaningful assistance to the app's primary user demographic, which consists primarily of individuals with visual impairments.
- Proficiently utilize Protocol Buffers for efficient data serialization, ensuring cross-platform compatibility and security.

iOS Engineer

Bottle Rocket Studios - Dallas, Texas

May 2019 - May 2021

- **MoneyGram International** (Payments/Fintech), **GoodLeap Pros** (Lending/Fintech), **Coinsource Helix** (Crypto/Fintech), **MaryKay App** (Ecommerce), **MyFrontier** (B2C/Telecom), **Frontier Mobile Tech Portal** (B2B/Telecom).
- Develop numerous greenfield apps across diverse industries utilizing a variety of technologies and architectures.
- Collaborate closely with interdisciplinary teams of varying sizes requiring constantly engaging and onboarding with new engineers, designers, researchers, testers, product managers, and more.
- Ensure prompt and transparent communication with clients by demoing project progress on a weekly basis.
- Participate in client roadmapping to evaluate project requirements and establish timelines before project initiation.

TECHNICAL SKILLS

Swift, SwiftUI, UIKit, Combine, CocoaPods, Swift Package Manager (SPM), Storyboards, MVC, MVVM, Kotlin, GraphQL, REST

EDUCATION

Bachelor's of Science in Computer Science

University at Albany, SUNY - Albany, New York

May 2014