

CAMERON MULHERN

csmulhern@gmail.com

EDUCATION

NEW YORK UNIVERSITY, Stern School of Business
Bachelor of Science in Finance and Computer Science
CS GPA: 3.73

New York, NY
May 2013

WORK EXPERIENCE

GOOGLE
Senior Software Engineer

New York, NY
November 2016 – Present

LIVE
Senior Developer

New York, NY
September 2015 – November 2016

- Developed an iOS client for internal use that was used for managing local geographic data.
- Developed an iOS application that exposed all venues and events in our data set, allowing the user to filter by viewport, time, and tags.
- Created a robust architecture for uploading a high volume of photos from the internal iOS client.
- Helped create a search service backed by Elasticsearch that powered user driven queries of our venue and events data sets.
- Built a service for managing the routing of our team that gathered local data from the street.
- Made a web application that facilitated over-the-air installation of the latest successful build of all branches of our code base.

FOURSQUARE
Senior Developer

New York, NY
March 2014 – September 2015

- Worked on the rewrite of the iOS client when the product was split into two apps.
- Developed the iOS client architecture that provided model-view data consistency across the app.
- Created a layout engine modeled after Flexbox that powered most of the view-level layout in the Foursquare iOS client.
- Built the iPad version of the Foursquare app.
- Maintained the iOS client's version of Pilgrim, the passive location-monitoring engine that powers Foursquare notifications.
- Implemented the upsell service that powered the dynamic, non-recommendation content on the homepage.
- Added the guides feature on both the server and the iOS client.

FUELED
iOS Developer

New York, NY
October 2013 – March 2014

- Worked on multiple iOS projects in every stage of the pipeline: implemented highly customized user interfaces, developed well-abstracted database and network layer code, and tuned program performance and stability by profiling with Instruments.
- Wrote technical assessments and performed technical research for potential client products.

- Developed a generic library for internal use to help eliminate redundant development on our many projects.
- Assisted in assembling our automated build system using Bots for continuous integration and Hockey App for build distribution.

SKILLS/ACTIVITIES

Proficiency in: C, C++, Objective-C, Swift, Rust, Scala, Java, Python.

Experience with: Adobe Photoshop, Illustrator, Microsoft Office.

Have lived in five countries: Oman, Hong Kong, Malaysia, England, and America.

Interests include programming, graphic design, horse riding, and board games.