

Randall Beck

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General Qualifications

- Experience developing a wide variety of software independently and as part of a team at a variety of companies worldwide, with a focus in mobile application development, especially native iOS applications.
- Global mindset having studied and worked in multiple countries; aptitude in computer science, comparative politics, and international law.
- Strong, hard-working and goal-setting work ethic with high degree of flexibility regarding tasks and independence.

Education

Queen Mary University of London

Master of Arts, International Relations
Honors: with Distinction (so far)

London, England (remote)

Expected April 2024

University of Pittsburgh

Bachelor of Science, Computer Science
Minor in Political Science
Honors: cum laude

Pittsburgh, Pennsylvania, USA

April 2020

- Fall 2017 semester spent abroad at Victoria University of Wellington in New Zealand.
- Summer 2019 university-sponsored internship abroad in Port Louis, Mauritius.
- See list of relevant courses below.

Work Experience

PayPal

iOS Software Engineer - full-time employee

- Part of the PayPal Business app team, working in a group environment in Swift, Objective-C, JavaScript, and Bash.
- Building skills in inter- and intra-team communication and team management across the globe; training of new teammates.
- Experience in managing, monitoring, and scaling new features and app releases in addition to running A/B test experiments.
- Architect of multiple new features and flows found in both the PayPal and PayPal Business applications.
- Experience managing CI/CD and implementing TDD principles.

San Jose, California, USA

June 2020 - Present

United Nations Development Programme (Istanbul International Centre)

Software Engineer - part-time volunteer contract

- Team lead in the front-end development of web applications mapping social vulnerability and coastline change.
- Development in React.js and TypeScript. Scripting in Python.

Istanbul, Türkiye (Remote)

April 2022 - August 2022

United Nations Development Programme (Global Centre)

Software Engineer - part-time contract

- Wrote proposals on the utilization of smallholder farms' satellite imagery for mobile platforms.
- Implemented such designs in the creation of an agriculture platform for iOS with Swift, a chatbot in Python, and web interface in TypeScript.
- Communicated and presented proposals, designs, and implementations to national and international policymakers and stakeholders.

New York, New York, USA / Singapore (Remote)

October 2021 - February 2022

Nabla Business Solutions

Intern Software Engineer - full-time employee

- Primarily worked on the macOS and iOS versions of a secure trade platform invoice viewer.
- Developed applications both independently and as part of a team; collaborated with architects, designers, and managers.

Port Louis, Mauritius

June 2019 - August 2019

Resus Technologies

Intern iOS Developer - part-time contract

- Worked remotely as the sole programmer leading the conversion of the company's Android app to iOS.
- Developed independently while remaining accountable to a larger organization.

Pittsburgh, Pennsylvania, USA

February 2017 - July 2017

Autosoft, Inc.

Software Engineer - full-time employee

- Maintained the company's existing iOS application while laying the groundwork for a successor.
- Largely worked independently while also interacting with quality assurance and customer service.

West Middlesex, Pennsylvania, USA

July 2016 - December 2016

Relevant Courses and Projects

iOS App Development for Teens by Teens

Summer 2014

- In March 2014, I published an introductory textbook introducing young readers to iOS application development concepts.
- Over summer 2014, I taught a class based on my book to over a dozen teenagers at a local community college.
- The book was also as part of a STEM summer camp in Ecuador that taught kids and teenagers to program.

Apple

Worldwide Developers Conference (WWDC) Scholar

June 2015, June 2016, June 2018

- Three-time recipient of Apple's WWDC student scholarship for demonstrating my abilities in iOS app development and the Swift language.
- Submissions included an autobiographical endless-runner game and an educational tool teaching users about great circle routes/geodesics.

CS1656 – Data Science

Fall 2019

CS1530 – Software Engineering

Fall 2019

CS1674 – Computer Vision

Fall 2019

CS1632 – Software Quality Assurance

Spring 2020

CS1671 – Human Language Technologies (Natural Language Processing)

Spring 2020

Other Courses Include: Calculus I, Calculus II, Business Statistics, Music Programming, Operating Systems, Formal Methods in Computer Science, Elementary French, Chinese I & II, Chinese III & IV

Skills

- Programming languages: **Swift**, Java, **JavaScript**, C, Objective-C, **Python**, Ruby, MIPS, MATLAB, SQL
- Xcode IDE
- Eclipse IDE
- CI/CD
- Automated unit and integration testing
- Languages: **English** (Native), **Mandarin Chinese** (Intermediate), **French** (Elementary)
- Apple iWork Suite (Pages, Numbers, Keynote)
- Microsoft Office Suite (Word, Excel, PowerPoint)