Paul Slocum

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I'm a versatile embedded and iOS developer with expertise in music and the arts. I've developed software for a range of applications from laser-helium magnetometers to musical instruments, interactive artworks, and robotic cameras. I've spent the most time with C/C++, Objective C, Python, and assembly, but I can easily learn and move between different languages. I'm experienced at embedded, Raspberry Pi/SBCs, and iOS. Although I'm flexible, for iOS I'm more experienced with standalone Spritekit/Cocos2D/OpenGL apps and custom interfaces than traditional UIKit REST apps.

Languages:

C/C++, Objective C, Python, 65xx assembly, Squirrel/Lua, SQL, C#, PHP, Java, Swift

Platforms:

Linux, iOS, MacOS, Windows, VxWorks, Android

Other skills:

music and sound composition, graphic design, Blender, Unity, Illustrator

Education:

University of Texas at Dallas, BS Computer Science, summa cum laude

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Self Employed 2003 - now
Developed a variety of projects on my own and through partnerships. Created musical instrument software for iOS, Linux, Windows, Commodore 64, etc. which are sold through various distributors. Developed an iPad PDF data entry app that is used by many businesses including Coca-Cola's fleet of delivery trucks in Greece.

Andor 1 media player 2016-2017 (Raspberry Pi, C++, Bluetooth)
Designed and programmed a user friendly wirelessly synchronizing video player module for signage, digital art, and video walls, and partnered with LZX Industries for manufacturing and distribution.

Mezmo 2015-2016 (iOS, Objective C, CoreBluetooth)
Developed a Bluetooth LE mesh network messaging application prototype for iOS.

Karakasa Games 2013-2015 (iOS, Cocos2D, Objective C, Squirrel)
Created a scriptable adventure game engine for iOS using Cocos2D and Squirrel.

Polatomic, Inc. 1996-2009 (VXWorks, C/C++, Labview, Matlab)
Developed VxWorks, MS-DOS, Matlab, and Labview control and display systems for laser-helium magnetometers used in submarine detection from the air.

Canmax 1996-1997 (Unix, C)
Developed software for wireless handheld inventory scanners used in convenience stores.