




Zach Waterson

senior software & UX engineer

 San Francisco, CA

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 zachwaterson.com

Education: University of Notre Dame

Bachelor of Science in Computer Science (May 2016)

Minor in Philosophy, Politics, and Economics (PPE)

GPA: 3.96 / 4.0 (*summa cum laude*)

Skills:

- iOS apps, frameworks, & daemons in Swift and Objective-C
- user interface prototyping with Sketch
- concurrency, memory management, & performance considerations
- cross-process communication
- API design & system architecture
- unit testing, change control with git, & build automation with Jenkins

Experience:

Professional:

Apple, Inc.

Software Development Engineer, Health (May 2018 – Present)

- Architected and implemented key app and daemon aspects of the Health app redesign in iOS 13, achieving performance and user experience goals while laying a foundation for future features
- Coordinated between machine learning and design teams to craft a Highlights experience in iOS 13 that adapts to user behavior, curating and surfacing relevant insights
- Expanded Health to onboard and display Family Setup data in iOS 14 while respecting privacy goals
- Collaborated cross-functionally with Design, ML, & QA to implement handwashing detection on Apple Watch, enabling users to onboard and view their handwashing data in Health in iOS 14
- Proposed, architected, & implemented core aspects of the Health Sharing experience in iOS 15, including trend detection, notifications, and previewing shared Health data
- Spearheaded, curated, and administered a curriculum of mentorship sessions for junior developers and interns to accelerate onboarding, discuss team culture, and promote conversations on career growth
- Encouraged the team to adopt novel and applicable programming paradigms, such as reactive streams with Combine, while managing adoption risk, mentoring teammates, and resolving tech debt

Software Engineer, IT Development Program (September 2016 – April 2018)

- Engaged in a technical rotation program across several teams, projects, and roles within Apple
- Spearheaded design & architecture for iOS apps for sales, marketing, & machine learning research
- Won First Prize in internal hackathon for an iOS app that imported Health data from web dashboards

Software Developer Intern (May 2015 – August 2015)

- Designed, prototyped, and developed an iOS filesharing app for widespread internal use
- Pitched and prototyped improvements to Messages focused on historical message viewing
- Presented projects to senior leadership, including the SVP of Software Engineering and the CIO

Campus Rep, University of Notre Dame (February 2014 – December 2014)

- Encouraged students, faculty, and staff to better incorporate technology into their workflows by administering technical workshops and offering one-on-one sessions to help create interactive, immersive experiences enabled by platforms such as Mac, iPad, and Apple TV

University of Notre Dame

Software Developer, Office of Information Technologies (November 2012 – May 2016)

- Redesigned the official mobile app for the University, adding new features such as weather, webcams and the ability to hail the University safe-ride service using a student-designed API and user interface
- Experimented with mixed reality applications for the University, including augmented reality tours and immersive gameday experiences through a cross-platform mobile app

Advisory:

Notre Dame College of Engineering

with the Department of Computer Science (October 2014 – May 2016)

- Collaborated with recent graduates, faculty, and the Career Center to provide resources and guidance to better prepare students for technical positions at companies such as Apple
- Presented twice to the alumni Industry Advisory Council, debating the direction and effectiveness of the Department to better meet the expectations of the technology industry in the Bay Area
- As a Teaching Assistant for Theory of Computing, worked with the Department to reform and restructure curriculum so pacing and material are congruent with the topics common in interviews