

**CAMERON MULHERN**  
csmulhern@gmail.com

**EDUCATION**

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**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**

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**GOOGLE**  
**Software Engineer III**

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 event 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**

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**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.