

# Chris Beiser

Software Developer + Interactive System Designer

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ctbeiser@gmail.com

github.com/ctbeiser

whydonyoulove.me (portfolio)

## Education

September 2013 **Northeastern University** — Boston, MA  
–December 2017 BA Computer Science, Experience Design Minor  
GPA 3.69/4.00, Full Tuition National Merit Scholarship, Honors College

**Selected Coursework:** Physical Computing, Design Process Context and Systems, Experience Design I, Programming Languages, Algorithms and Data, Networks and Distributed Systems, Theory of Computation

## Experience

February 2018 **Apple Inc — Wallet iOS Engineer** — Cupertino, CA  
–February 2020 Built new features and improvements for Apple Pay and Wallet, spanning system UI and low-level daemon code. Made major improvements to the App Store payment sheet, an element responsible for \$100Bs in revenue, including Apple Pay support and performance fixes for multiple seconds of UI latency in key transaction flows. Worked directly with designers to build beautiful, responsive interfaces.

May 2017 **Apple Inc — Software Development Intern** — Cupertino, CA  
–August 2017 Designed and built an early version of a major user-facing feature for a future Apple Pay release.

July 2016 **Apple Inc — Software Development Co-op** — Sunnyvale, CA  
–December 2016 Worked on internal collaboration tools for critical teams, using Ember.js. Built a system for continuous deployment of containerized applications in Ruby. Designed and prototyped interfaces for new internal tools using Swift, Origami and Sketch.

January 2015 **PayPal Inc — iOS Development Co-op** — Boston, MA  
–June 2015 Added features and fixed bugs on the iOS version of PayPal Here, an app for accepting credit card payments. Collaborated with designers to quickly build prototypes of new designs for user testing.

Fall 2014 **Northeastern CCIS — Fundamentals of Computer Science II Grader & Tutor** — Boston, MA  
Tutored, mentored students in labs on an individual basis, and corrected homework.

August 2014 **DeskConnect LLC — UI Design Consultant** — Remote  
Diagnosed usability issues and found fixes for 2015 Apple Design Award winner Workflow before their launch.

## Technical Skills

**Languages:** Objective-C, Swift, Python, Javascript / ES6, HTML + CSS, Ruby, Java

**Tools:** UIKit, Xcode, Dtrace, Instruments, Sketch, Quartz Composer + Origami, InDesign, Photoshop

**Design Skills:** UI design and prototyping, heuristic evaluation, information architecture

## Projects

2015 **Desk UI**  
Designed, prototyped a UI for a surface computing OS that solves issues in document-centric computing.

Spring 2014 **Echodrop**  
Organized team of 9 freshmen at HackBeanpot 2014 to write an app for dropping sounds on locations. Led all design from concept to hi-fidelity interactive mockups. **Winner Best Design.**

**Misc** Dual US/UK citizen—no work permit required in US or Europe.  
Four semesters Mandarin Chinese