

PAULA BASSWERNER

(857) 294-2638

[linkedin.com/in/paula-bass-werner](https://www.linkedin.com/in/paula-bass-werner)

Metro Boston Area

paula.bass.werner@gmail.com

Github: github.com/pbasswerner/

Portfolio: pbasswerner.github.io/

PROFILE: Mission-driven software engineer with a strong foundation in computer science and a passion for building scalable, high-impact technology. Experienced in full-stack, mobile, and product development with a collaborative, agile mindset. Proven ability to contribute at every stage of the software development lifecycle—from design and development to testing and delivery. Energized by fast-paced environments and motivated to design solutions that create real-world value across industries. Thrives in cross-functional teams and values thoughtful, iterative problem-solving.

CORE CAPABILITIES

- Product Development
- Mobile Application Development
- Human Computer Interaction
- Object Oriented Programming
- Programming for Native iOS & Android
- Design Thinking
- Full Stack Web Development
- Data Structures & Algorithms
- Communication
- Project Management
- User Experience
- Game Development
- Offshore Teams
- Mentoring
- Agile / Scrum

Languages: Fluent in Spanish, Conversational in Portuguese

TECH STACK

Android: Kotlin, Java, AndroidSdk, Jetpack(LiveData, ViewModel, Navigation), Bluetooth Classic & BLE, Ktor

iOS: Swift, Xcode, UIKit, TestFlight, Spotify iOS SDK, UDP Sockets, Multithreading

Web & Full Stack: Javascript, Typescript, React, [Node.js](https://nodejs.org/), [Express.js](https://expressjs.com/), HTML5, CSS, VSCode

Programming Languages: R, C#, C++, Python

Tools & Frameworks: Arduino, CircuitPython, Unity, IntelliJ

Databases: MySQL, MongoDB, Prisma

Workflow & Collaboration: Agile, Scrum, Kanban, Jira, Git, GitHub, Bitbucket

EXPERIENCE

[PISON TECHNOLOGY](#), Boston, MA

10/20 - 09/21

Software Platform Developer, SDK Team

Member of 2-person team responsible for safely exposing Pison's core gesture-recognition technology through a multiplatform Software Development Kit, enabling product teams and partners to build gesture-based applications.

- Improved developer experience and internal testing velocity by maintaining SDK infrastructure and building Android demo client applications to simulate real-world use cases.
- Streamlined integration and partner debugging by redesigning the UI of the server-side Android app, enhancing connectivity and data visibility.
- Built "Plantier," a smart plant monitoring system combining an Android app, Adafruit CLUE board, and Pison wearable to sense plant health and trigger haptic alerts for watering; integrated gesture-based irrigation through wrist rotation detection. *Won 2nd place at internal Pison Hackathon.*
- Developed a gesture-based music player for Android using Pison's SDK and the Spotify SDK, mapping user gestures to genre playback and using MVVM architecture with LiveData and Jetpack Navigation Components.

[ACCENTURE DIGITAL PRODUCTS](#) - [Intrepid Studio](#), Boston, MA

04/18 - 10/20

Education Leave of Absence (05/20 - 10/20)

Senior Business Analyst (06/19 - 05/20)

Developed multiple Android mobile applications for global consulting firm's digital group. Projects included:

- **Energy Corporation Consumer App:** Sole Android developer on project which delivered critical mobile features and Android OS upgrades for a widely used, award-winning energy utility app that allows customers to manage their electric service.
 - Ensured customer access and trust during critical outage scenarios.
 - Increased app security and streamlined user login by integrating fingerprint biometrics.

- Ensured cross-platform alignment and high-quality release cycles by coordinating closely with iOS engineers, UX designers, and QA testers.
- Onboarded and mentored offshore QA engineer, ensuring effective testing coverage and successful knowledge transfer.
- **India Offshore Apprenticeship Curriculum & Mentoring**
Accelerated onboarding, strengthened engineering practices, and scaled team effectiveness by redesigning Android apprenticeship curriculum for remote, hands-on learning and mentoring offshore developers.
 - Improved code quality and reduced ramp-up time for offshore contributors.
 - Strengthened engineering consistency across teams by mentoring 2 junior developers in MVVM architecture, version control workflows, and debugging best practices.
 - Fostered cross-border collaboration and Agile fluency by supporting apprentices through sprint planning, task scoping, and collaborative development practices.

Product Manager (09/19 - 11/19)

Planted – Smart Plant Care App (Apprentice Training Project)

Led productization of a light-sensing plant care app as part of a developer apprenticeship program.

- Created structure and clarity in an ambiguous project by defining user personas, UX pillars, visual direction, and MVP scope for an iOS and web-based plant care assistant.
- Helped apprentices build consulting-readiness by translating ambient light sensing tech into user-facing features, mimicking client requirements and product feedback cycles.
- Fostered product thinking and cross-functional collaboration by guiding apprentices through discovery, prototyping, and delivery phases with iterative feedback.

Business Analyst / Android Developer (05/18 - 06/19)

Bluetooth Headphone App

Supported ongoing development and maintenance of a mature Android companion app for Bluetooth audio products with over 1M+ installs, balancing stability, performance, and minor feature enhancements.

- Sustained product value and user satisfaction in maintenance mode by addressing bugs, optimizing performance, and ensuring compatibility across evolving Android OS versions.
- Improved onboarding experience and feature discoverability through lightweight UI redesigns and revised flows tailored to highlight Voice Assistant and AR capabilities.
- Strengthened client relationships and reduced iteration cycles by regularly demoing updates.
- Contributed to predictable sprint delivery by helping the team accurately estimating scope and achievable timelines for addressing tickets.

Android Apprentice (01/18 - 04/18)

Selected for a highly competitive 12-week Android apprenticeship program (15 out of 1000+ applicants).

- Built a capstone Android messaging app integrating the Affectiva SDK for facial expression recognition, enabling real-time emoji suggestions based on user emotion.
- Shadowed an Android consultant on a hearing aid companion app, contributing UI bug fixes and resolving Bluetooth connection issues for an accessibility-focused client project.

INTREPID PURSUITS (acquired by Accenture)

04/16 - 06/17

Operations / Culture Project Coordinator (04/16 - 12/17)

Provided executive, cultural, and operational support at a fast-growing mobile development studio, ensuring leadership efficiency and cultivating a strong, inclusive workplace culture.

EDUCATION

NORTHEASTERN UNIVERSITY, Boston, MA. MS in Computer Science, 2025

Relevant coursework: Discrete Structures; Object Oriented Programming; Database Management Systems; Mobile Application Programming for Native iOS; Human Computer Interaction; Full Stack Web Development; Game Development in Unity; Affective Computing, Data Structures and Algorithm Analysis

NORTHEASTERN UNIVERSITY, Boston, MA. BA in International Affairs, 2021

Senior Undergraduate Capstone: Community Health Workers and Mobile Technologies as Strategies for Improving Maternal and Child Health in Latin America

MASTERS PROGRAM: SELECTED PROJECTS

Appraisal Stream – Real-Time iOS Biofeedback App

Course: *Affective Computing* / Role: **iOS Developer**

Developed an iOS app for real-time emotional data streaming to support live performance research into audience synchrony and social connection.

- Engineered a UDP-based data pipeline to transmit self-reported emotional appraisals in real-time, enabling low-latency visualization in TouchDesigner.
- Optimized app performance through multithreading and local backups, and deployed via TestFlight for field testing.
- Contributed to user-centered research by refining the emotional input UX and ensuring reliability for live music settings.

Moody – Mood-Based iOS Music Journal

Course: *Mobile Application Programming* / Role: **Product Designer & iOS Developer**

Designed and built a mood journaling app that connects users' emotional states with personalized music recommendations.

- Integrated Spotify Web API and iOS SDK for authentication, mood-based track curation, and music playback with album art
- Implemented daily mood capture via emojis, photos, and journaling using native camera and image picker.
- Focused on user retention and emotional expression through a minimalist UI designed for low-friction daily logging.

Terrarium Games – Full-Stack E-Commerce Web App

Course: *Web Development* / Role: **Full Stack Developer & Product Owner**

Built board game e-commerce platform using modern full-stack tools to support browsing, bookmarking, and live inventory integration.

- Implemented authentication, product listing, and “Notify Me” requests using React, Node.js, Express, and Prisma.
- Integrated Shopify Storefront API to sync live product data and provide direct purchase pathways.
- Prioritized accessibility and test coverage using Bootstrap, React Testing Library, and Lighthouse reports.
- Deployed client and server via Vercel and Render, ensuring seamless integration across stack layers.

UNDERGRADUATE PROGRAM: INTERNATIONAL PROJECTS

International Coop Program (6 months): Kalu Yala in San Miguel, Panama

- Designed and conducted an asset and needs mapping for Kalu Yala startup to determine potential investment and social initiative opportunities.
- Used mapping and water testing to determine a link between high incidence of renal failure and community water quality.
- Fostered a partnership between local leaders and an international NGO for the provision of water filtration systems.

International Fieldwork:

- [Center for Social Initiative and Management](#), Hyderabad, India
Developed a *Design Thinking* curriculum geared toward social impact professionals adapted specifically for the economic development sector in India
- [Akshaya Patra](#), Bangalore, India
Conceptualized a mobile trivia game to raise awareness about nutrition and access to education during National Nutrition Week in India. Developed a design prototype that engaged Indian teenagers with nutrition education while allowing them to donate meals to children in need.
- [Esperanza International](#), Santo Domingo, Dominican Republic
Assessed the viability of micro-finance initiatives in 2 rural communities in the Dominican Republic via the collection and analysis of qualitative data, and led social media fundraising campaign for financing micro-loans in those communities.