

Aaron Morais

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SKILLS SUMMARY

- Languages - Hack/PHP, JavaScript, Python, Objective-C, C/C++, Java, Bash, SQL, HTML/CSS
- Frameworks - React, Node.js, JQuery, Backbone.js, Flask, OpenCV, PostgreSQL, App Engine
- Software - Git, Mercurial, Subversion, Sublime Text, Vim, XCode

EXPERIENCE

- Stripe** - Software Engineer Nov 2019 - Present
- Member of the Capital Team
- Facebook** - Software Engineer Aug 2016 - Jan 2019
- Tech lead for the Personalized Videos team within the Goodwill Product organization
 - Developed a platform to render and roll out videos to billions of users
 - Increased daily personalized video reach by 15x and reduced new personalized video development time by 30x
 - Led workshops to onboard new Facebook engineers on development processes at the company
 - Managed interns, designed their projects, and mentored to successful return offers
- Apple** - Special Projects Group Intern Sep 2015 - Dec 2015
- Contributed to the development of a future Apple product
- Vessel** - Software Engineer Intern Jan 2015 - Apr 2015
- Designed and developed a notification service to notify users of events from various services
 - Enabled the ability to notify users via email about relevant videos being posted by creators
 - Implemented new features in React including a new sidebar menu and account settings page
- Facebook** - Software Engineer Intern May 2014 - Aug 2014
- Independently developed an iOS feature with the Facebook travel team from concept to production
 - Created heuristics and algorithms to improve on data analysis techniques used by team
 - Recognized as one of the top performing interns during the work term
- Yelp** - iOS Software Engineer Intern Sep 2013 - Dec 2013
- Developed the rocketship pull-to-refresh experience with improved animation and interaction
 - Updated "Review Highlights" on business views to associate menu items and business attributes
 - Added post check-in business attribute surveys to business views

PROJECTS

- Insight WebGL Debugger** Jan 2016 - Present
- Chrome extension for debugging WebGL applications - More than 800 stars on GitHub
- Tap A Studio** - Founder Jun 2012 - Jan 2014
- Worked with a team to design and release a native iOS action arcade game
- University of Waterloo Robotics Team** - Vision Team Sep 2011 - Jan 2013
- Rover autonomously navigated track containing obstacles using ROS and OpenCV

EDUCATION

- University of Waterloo** - Bachelor of Software Engineering Sep 2011 - Jun 2016
- Academic Student Representative