AARON MORAIS

⌂ Software Engineering | ✉ morais.aaron@gmail.com | 🖼 aaronmorais.com | 🐙 aaronmorais

SKILLS SUMMARY

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

EXPERIENCE

Apple - Special Projects Group Intern   Sep 2015 - Dec 2015

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 current social data analysis techniques
- Recognized as one of the top performing interns during the work term

Yelp - Software Engineer Intern (iOS)   Sep 2013 - Dec 2013
- Developed the current 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

Xtreme Labs (acquired by Pivotal Labs) - Agile Engineer Intern   Jan 2013 - Apr 2013
- Worked on the development of Neat, a digital filling system for iOS
- Implemented features for the Thomson Reuters news iOS application

Genesys Laboratories - Mobile Development Intern   May 2012 - Aug 2012
- Designed and developed a prototype of a mobile web contacts application
- Participated in the development of a call center web application using Node.js and Backbone.js

Google - Computer Science Summer Institute Participant   Jul 2011 - Aug 2011
- Developed a collaborative note taking web application using Python and Django

PROJECTS

Tap A Studio - Senior Developer and Founder   Jun 2012 - Jan 2014
- iOS Game Development - Worked with a team to complete the production of an arcade & action game

University of Waterloo Robotics Team - Autonomous Rover Vision Team Lead   Sep 2011 - Jan 2013
- Utilized Robot Operating System and Open Computer Vision for line boundary tracking
- Rover autonomously navigates a race track with obstacles, stop signs and traffic lights

Blackberry Application Development   Jan 2011 - May 2011
- Two apps published in App Store - Mark Calculator and Rubik's Cube Timer

EDUCATION

University of Waterloo - Bachelor of Software Engineering   Sep 2011 - Present
- Academic Student Representative

ACHIEVEMENTS

- **2013 LinkedIn Toronto Hackathon Finalist**
    - Created BusPointer, a web application that delivers real-time transit vehicle arrival times based on location
- **2011 Google Games First Place** - Competed against other teams in a series of challenges and puzzles
- **Taekwondo** - Black Belt First Dan