

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, Backbone.js, Flask, OpenCV, PostgreSQL, App Engine
- Software - Xcode, Node.js, Git, Mercurial, Subversion, Vim

EXPERIENCE

- 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 a new 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 filing 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