AARON MORAIS

📖 Software Engineering | ✉ morais.aaron@gmail.com | 🖼 aaronmorais.com | Ⓖ AaronMorais

SKILLS SUMMARY

- Application Development - Objective-C, Java, C++, C, Python, ActionScript, SQL, OpenCV, Google App Engine
- Web Development - HTML, CSS, Javascript, PHP, JQuery, Backbone.js, Node.js, Flask
- Tools - Git, Mercurial, UNIX, Bash, Vim

EXPERIENCE

Facebook - Software Engineer Intern   May 2014 - Aug 2014
- Designed and developed a major soon to be released feature for iOS and mobile web
  - Worked on a new product for the Facebook Travel Team
  - Independently developed the iOS version of this feature from concept to production
  - Created heuristics and algorithms to improve on current social data analysis techniques

Yelp - Software Engineer Intern   Sep 2013 - Dec 2013
- Worked on development of the Yelp iOS application
  - Developed the 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 filling system for iOS
  - Implemented document file scanning and management functionality
  - Integrated with Neat Company API for user authentication, image upload, and file editing
- Implemented features for the Thomson Reuters news iOS application
  - Application was featured as Editors' Choice on the App Store

Genesys Laboratories - Mobile Development Intern   May 2012 - Aug 2012
- Designed and developed a prototype of a mobile contacts application in HTML5
- Worked with the team developing the front-end of the Genesys SaaS Call Centre Solution
  - Used Node.js and Backbone framework to modularly develop the web interface
  - Created a reporting dashboard prototype with D3.js and a RESTful statistic simulator

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 - Working 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

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
- **2011 Computer Studies Award** - Highest mark at St. Robert Catholic High School (95%)