

AARON MORAIS

Software Engineering | morais.aaron@gmail.com | aaronmorais.com

SKILLS SUMMARY

- Application Development - Objective-C, Java, C++, C, Python, ActionScript, SQL, OpenCV, Google App Engine
- Web Development - HTML5, CSS3, Javascript, JQuery, Backbone.js, Node.js, Flask
- Tools - Git, Mercurial, UNIX, Bash, Vim

EXPERIENCE

Xtreme Labs - Agile Engineer Intern

Jan 2013 - April 2013

- Worked on the development of Neat, a digital filing system iOS application
 - Implemented file scanning and file management functionality
 - Integrated with Neat Company API for user authentication, image upload and file editing
- Implemented features for Reuters news iOS application
 - Application was featured as App Store Editors' Choice
 - Contributed to the development of internal library for vertically-stacked sliding view controllers

Genesys Laboratories - Mobile Development Intern

May 2012 - Aug 2012

- Developed HTML5 web applications targeted at mobile platforms
 - Designed and developed HTML5 prototype of next generation contact database application
- Worked on 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 the d3.js graphing library and a RESTful call centre statistic simulator

Google Computer Science Summer Institute - Participant

July 2011 - Aug 2011

- Skilled in using Google's App Engine to develop websites
 - Utilized HTML/CSS to create front-end design. Used Django and Python with App Engine for back-end management
- Worked as a team to develop "StudyCat" a collaborative notetaking web application
 - Followed project design process - Brainstorming, User interface design, Collaborative programming, Debugging, User testing

PROJECTS

Tap A Studio - Senior Developer and Founder

June 2012 - Present

- 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

Sept 2011 - Jan 2013

- Utilized Robot Operating System and Open Computer Vision libraries
- Rover autonomously navigates a race track with obstacles, stop signs and traffic lights
- Accomplished line boundary tracking with computer vision

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

Sept 2011 - Present

ACHIEVEMENTS

- 2013 LinkedIn Toronto Hackathon Finalist
 - Created BusPointer, a web application that delivers realtime transit vehicle arrival times based on location
- 2011 Google Games First Place - Competed against other teams in a series of brainteasers and puzzles
- Taekwondo - Black Belt First Dan
- 2011 St. Robert Catholic High School - Computer Studies Award - Highest Mark in School (95%)