

AARON MORAIS



Software Engineering

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| AaronMorais

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

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 filing system for iOS
 - Implemented 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
 - Contributed to the development of an 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 a prototype of a contact database 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

- Created websites using Google App Engine
- Worked as a team to develop a collaborative note taking web application
 - Used HTML and CSS to create front-end design
 - Developed the backend with Google App Engine in Python and Django

PROJECTS

Tap A Studio - Senior Developer and Founder

Jun 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

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%)