





ALDRIN BALISI

2B Computer Engineering

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08. 2014
05. 2014 **Imaggle Inc.** *Toyko, Japan*

iOS Software Engineer

- Implemented viral sharing that raised application ranking from top 100 to top 40 in the Japanese Catalogue category of AppStore (378% increase in downloads)
- Developed real-time visual interface using GPS and iBeacons to improve user-deliverer experience
- Created internal application for curating items in the client application from scratch

12. 2013
09. 2013 **Wattpad** *Toronto, Ontario, Canada*

QA Engineer

- Developed automated UI test case suite for iOS 6 and 7 Wattpad application using calabash test framework (Gherkin / Cucumber and Ruby)
- Developed crash log parsing tool to highlight verbosity and warnings
- Set up Jenkins CI server to perform automation UI test suite on varying iOS mobile operating systems (iOS 5, iOS 6 and iOS 7)



Present
07. 2014 **Locaruu**

- Remotely working with Japanese teammates on two projects from scratch
- Includes messaging client and matching algorithm

Present
09. 2014 **Social Networking Service**

- iOS and Android application with Facebook and Parse SDKs
- Custom API created using Parse cloud javascript functions to use both in Android and iOS clients

01. 2014
12. 2013 **One Way 2-D Game**

- Beautiful flat 2-D puzzle game made with iOS 7 SpriteKit game engine and Parse SDK
- 200+ user generated levels, <https://itunes.apple.com/artist/id783382420>



Objective C Learned from Stanford CS193p course, built 8 applications, 1 year experience

Java Completed courses in highschool & university, built applets and Android apps

C#, C++, C Completed courses in university in C# C++, and C

Ruby, Gherkin Wrote automated UI tests for nightly builds at Wattpad

HTML, CSS Self-taught, created personal website totally from scratch, Joomla experience



Present
09. 2012 **University of Waterloo** *Waterloo, Ontario, Canada*

Candidate for Bachelor of Applied Science

Major: Computer Engineering with an Option in Management Science

Relevant Courses: Operating Systems and System Programming, Algorithms and Data Structures, Engineering Design and Embedded Systems, Discrete Mathematics, Fundamentals of Programming