RedCal

Year Accomplished
2023

Role/Position
iOS Engineer, UI Designer

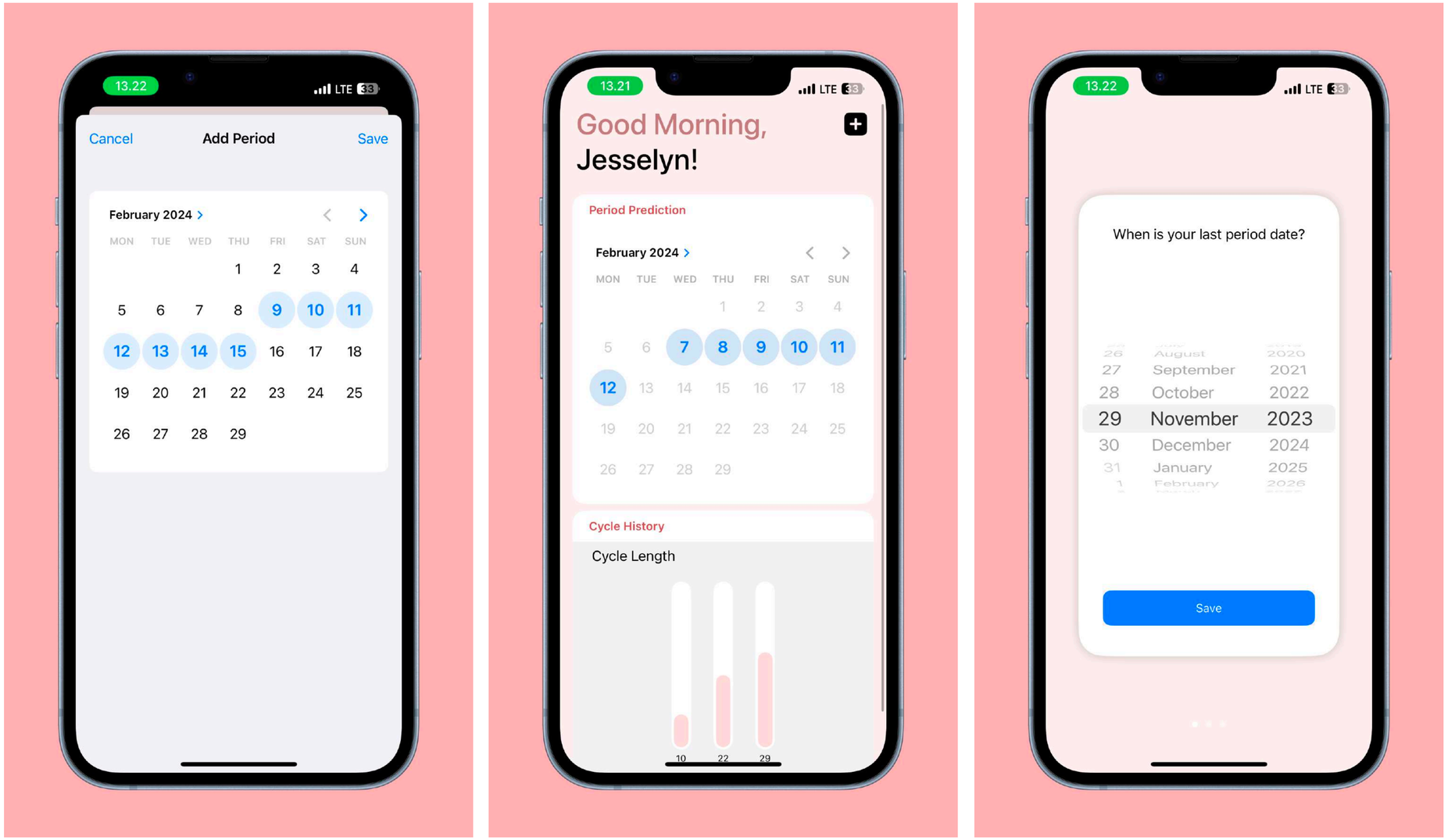
Tech Stack
SwiftUI

Publication Link
App Store:
https://apps.apple.com/id/app/redcal/id6473384469

Github:
https://github.com/carissafarry/RedCal

Artwork/Project Description

RedCal is an application designed to accurately forecast the upcoming menstrual cycle. Users can input their last period date, usual period duration, and typical period cycle length as initial data. Based on this information, RedCal predicts the user's next period cycle date. Additionally, RedCal offers insights into the next prediction by calculating the average cycle length, enhancing the accuracy of the forecasting.



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Petto Life

Year Accomplished
2023

Role/Position
iOS Engineer

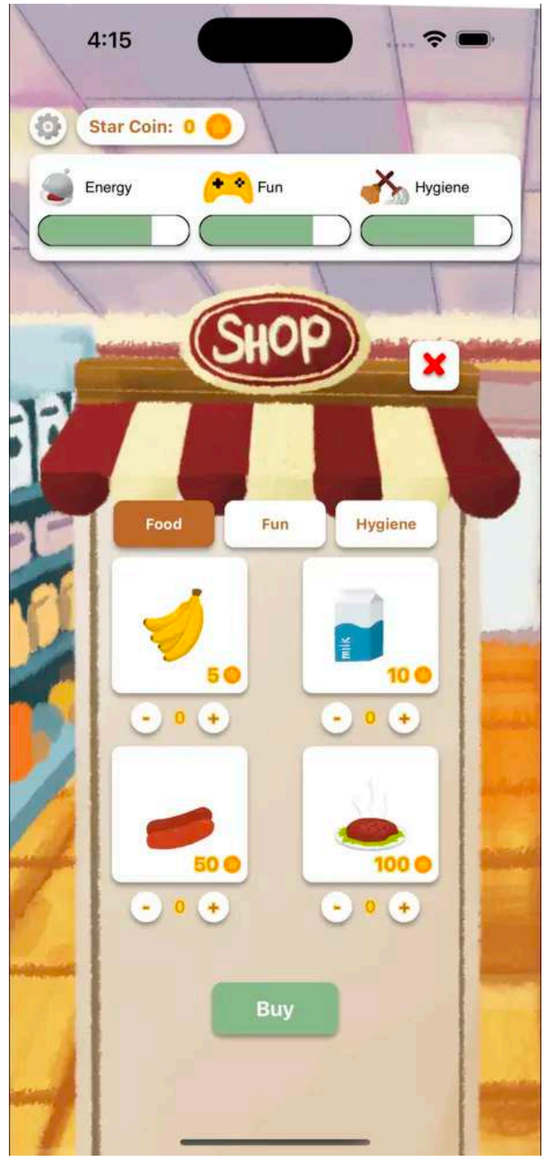
Tech Stack
Swift UI, CoreML

Publication Link
App Store:
https://apps.apple.com/id/app/petto-life/id6450627184

Github:
github.com/petto-app/petto

Artwork/Project Description

Petto Life is an iOS application that employs a virtual pet concept, providing reminders and activity relaxation detection through machine learning within a gaming framework. Collaborated with a team of four members and successfully trained the model on **over 100 video segments**, achieving a remarkable **98% accuracy** in classifying body movements into three distinct categories. Additionally, I implemented a **game center** feature, enabling users to share their achievements seamlessly.



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Bowlmo

Year Accomplished
2023

Role/Position
iOS Engineer

Tech Stack
SwiftUI, Core Motion, SceneKit, Watch Connectivity

Publication Link
Github:
https://github.com/carissafarry/Bowlmo

Artwork/Project Description

Bowlmo is a fun and interactive iOS game that enables users to play virtual bowling using their Apple Watch. The game leverages the watch's motion tracking capabilities to simulate a realistic bowling experience, incorporating features such as ball throwing and pin interactions. By utilizing **Watch Connectivity**, Bowlmo employs **accelerometer data and rotation rate through Core Motion** to measure how far the ball is thrown, then sends the data to the iPhone. It further utilizes **SceneKit** to create a 3D environment and provide **physics simulations**, including mass and gravity.

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Moco Kids

Year Accomplished
2023

Role/Position
Project Manager, Product Manager, iOS Engineer

Tech Stack
SwiftUI, ARKit, SceneKit

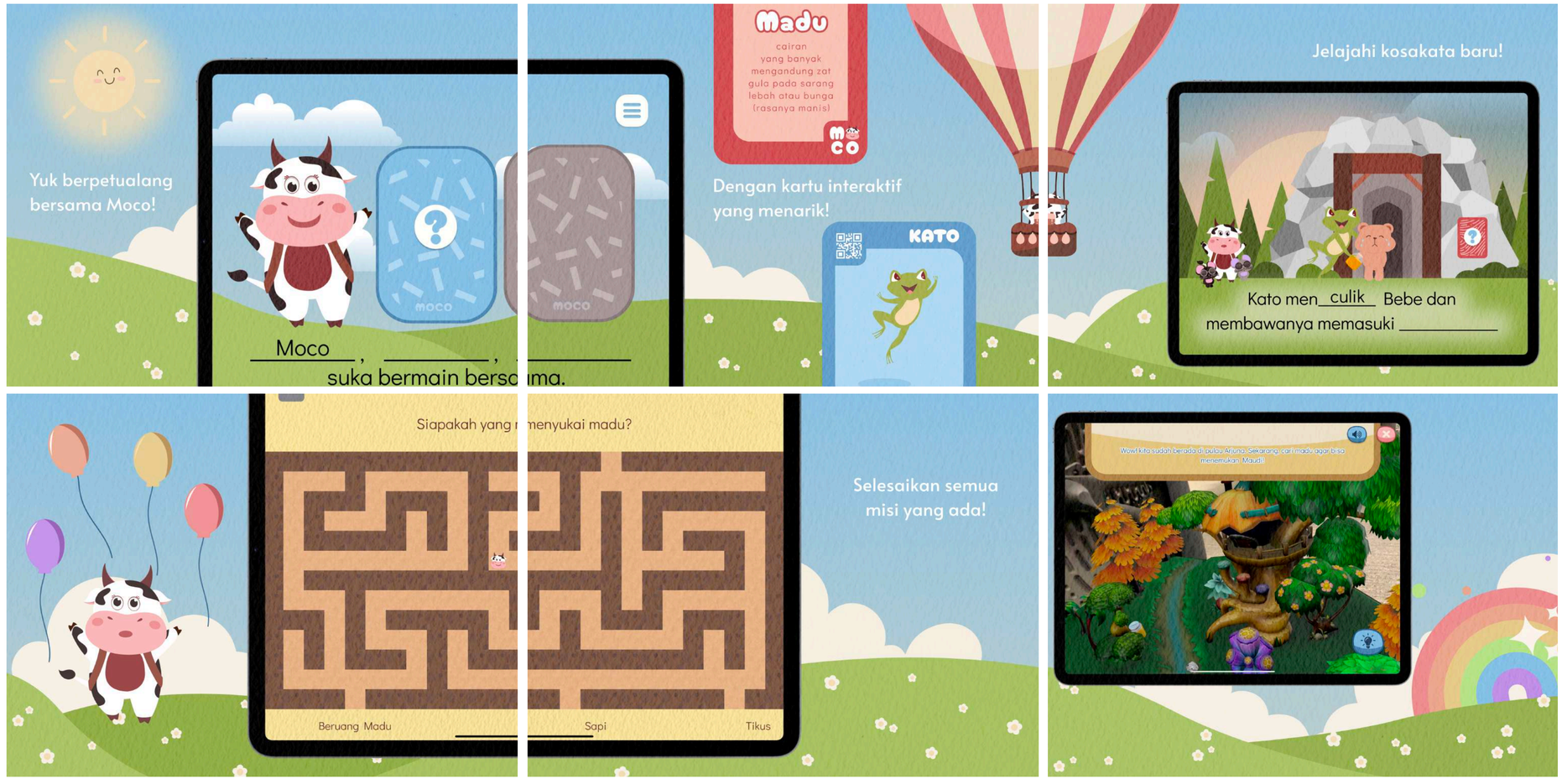
Publication Link
App Store:
https://apps.apple.com/id/app/moco-enchanted-story-world/id6471516950?itsct

Github:
https://github.com/moco-team/Moco

Web:
moco-kids.vercel.app

Artwork/Project Description

Moco is an iOS app designed for early primary students, aiming to enhance their foundational reading comprehension skills. The app employs a unique approach, utilizing Story Cards for understanding the story flow, Augmented Reality, and Object Detection to engage students in answering story-related questions within a Storybook concept. As an iOS Engineer, i was responsible for overseeing the AR features, which included displaying the AR world and providing interactive gestures. I successfully implemented the **automatic placement of 3D objects and tap gestures on objects** by leveraging **ARKit** and **SceneKit** technologies.



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