# alice pellerin she/they

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Experienced Swift programmer with a specialty in API design and framework-level work. Detail-oriented and diligent, well-versed in working with teams. Quick to acquire new skills, and always looking for new interesting problems to work on!

# Work Experience

### Freelance Application Development

Since July 2025 — Boston, Massachusetts

- Built an iOS application for patient check-in
- Iterated upon design through client feedback

### **Apple**

Three months — Cupertino, California

- Intern on the SwiftUI team
- Developed and internally showcased an independent project involving widgets

### **Stokan Jaggers & Associates**

Eight months — Katy, Texas

- Worked with others in a HIPAA-compliant office environment
- Organized and prepared documents in a standard format

### Whataburger #392

Two months — Katy, Texas

Worked in a team to prepare and deliver food to customers

# **Projects**

#### carbonizer

simonomi/carbonizer

- All-in-one ROM-hacking tool for the Nintendo DS
- Macro library for binary conversion

Swift | Swift macros | Foundation | NDS

# **Projects (Continued)**

### **Metal Ray Tracer**

simonomi/MetalRayTracing

- Ray tracing engine with custom meshes and reflections
- Result builder API for defining scenes

Swift Metal MSL C++ Python

#### **Personal Website**

simonomi/simonomi.github.io

simonomi.dev

• Lightweight and mobile-friendly website

HTML CSS JavaScript DNS git

#### FF Tech Wiki

simonomi/fftechwiki

simonomi.dev/fftechwiki

 Technical documentation for modding the video game Fossil Fighters

Jekyll Liquid HTML CSS

## Skills

### Languages

Swift 4 years, expert

Rust 3 years, advanced

Python 9 years, intermediate

Assembly C C++ CSS HTML

JavaScript LaTeX TypeScript Typst

## Tools/Systems

git Linux macOS Metal Postgres

SwiftUI Vim Windows Xcode