alice pellerin she/they

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⌨ simonomi   in simonomi

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Work Experience

Apple
May 2024 | August 2024   Cupertino, California

- verb a personal project as an intern on the SwiftUI team
- something about widgets

Stokan Jaggers & Associates
Nov. 2020 | July 2021   Katy, Texas

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

Whataburger #392
Sept. 2020 | Nov. 2020   Katy, Texas

- Worked in a team to prepare and deliver food to customers

Projects

carbonizer
⌨ simonomi/carbonizer
Designed and implemented an easy-to-use DS ROM-hacking tool.

`Swift` `Foundation` `NDS`

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Metal Ray Tracer
⌨ simonomi/MetalRayTracing
Created a custom ray tracing engine from scratch using Metal.

`Swift` `Metal` `MSL` `C++` `Python`

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mage (unreleased)
Designed, developed, and iterated upon a Trakt client for iOS.

`Swift` `SwiftUI` `REST` `JSON` `Trakt` `Xcode`

Projects (Continued)

Personal Website
⌨ simonomi/simonomi.github.io
🌐 simonomi.dev
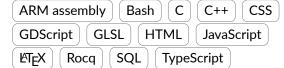Designed and built a mobile-friendly personal website.

`HTML` `CSS` `DNS` `git`

Skills

Languages

`Swift` 4 years (~50,000 lines)
`Python` 8 years (~15,000 lines)
`Java` 6 years (~10,000 lines)
`Rust` 2 years (~1,500 lines)

`ARM assembly` `Bash` `C` `C++` `CSS`
`GDScript` `GLSL` `HTML` `JavaScript`
`LaTeX` `Rocq` `SQL` `TypeScript`

APIs/Frameworks/Databases

`Discord` `Heroku` `Metal` `Obsidian`
`Postgres` `REST` `Spotify` `SwiftSyntax`
`SwiftUI` `tkinter` `Trakt` `Vapor` `VLC`

Tools/Environments

`Bash` `git` `Godot` `Linux` `macOS`
`SwiftPM` `Vim` `Windows` `Xcode`