

alice pellerin^{she/they}

🌐 simonomi.dev

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🐙 simonomi  simonomi

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

Apple

May 2024 | August 2024 — Cupertino, California

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

Stokan Jagers & 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

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Designed and implemented an easy-to-use DS ROM-hacking tool.

Swift Swift macros Foundation NDS

Metal Ray Tracer

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Created a custom ray tracing engine from scratch using Metal.

Swift Metal MSL C++ Python

Projects (Continued)

mage (unreleased)

Designed, developed, and iterated upon a Trakt client for iOS.

Swift SwiftUI REST JSON Trakt

Xcode

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 (~60,000 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 TypeScript Typst

APIs/Frameworks

Discord Heroku Metal Obsidian

Postgres REST Spotify SwiftSyntax

SwiftUI tkinter Trakt Vapor VLC

Tools/Environments

Bash git Godot Linux macOS

SwiftPM Vim Windows Xcode