

alice pellerin^{she/they}

🌐 simonomi.dev

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🐙 simonomi [in simonomi](https://www.linkedin.com/company/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

Freelance Application Development

Since July 2025 — Boston, Massachusetts

- Building 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 Jagers & 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](#)