alice pellerin she/they

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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

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 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`