

AB

Aldrin Balisi

Software Engineer

info

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📄 github.com/aldrincb

skills

Objective C	C#
Cocoa	C++
Swift	C
Java	HTML
Python	CSS
Git	

education

2012 - 2017 Waterloo

University of Waterloo

Bachelor of Applied Science

Major in Computer Engineering

Winter 2017 Singapore

Nanyang Technological University

Internal Exchange Program

School of Computer Engineering

experience

if(we)

San Francisco

Accelerator | Software Engineer

Fall 2016

Ideated, prototyped, tested and validated video editing app for new products
Researched and benchmarked face recognition and tracking software to help company make license purchasing decision
Changed mechanics in iOS game, increasing circulation of in-game currency

if(we)

San Francisco

iOS | Software Engineer

Fall 2015

Implemented FTUX pages (log in and registration) in revamped iOS app
Developed debugging tool which allowed for run-time viewing and editing of the iOS application's configuration files and property lists
Added various features (pinches) which increased user engagement

Apple

Cupertino

Interactive Media Group | Software Engineer

Winter 2015

Developed iOS and OS X command line tool for reliable control of AirPlay to minimize manual inefficiency and aid in automation tests
Created modular automation script for executing tests and creating reports
Implemented user interface automation scripts for streaming and network playback test cases to streamline regression tests

Imaggle

Tokyo

iOS | Software Engineer

Summer 2014

Implemented viral sharing; Raised app rank from top 100 to top 40 in the Japanese catalogue category of AppStore (378% increase in downloads)
Developed UBER-like real-time visual interface using GPS and iBeacons to improve user experience
Created internal app for curating products in the client app from scratch

projects

Athenaeum

Summer 2016 - Winter 2017

Uses machine learning and natural language processing to associate English text to a mood and song
Plays music that fits the mood of a story while reading eBooks

Chapp

Fall 2016

Developed video sharing application based around viral challenges for if(we)
Company offered stock options to continue growing app after coop ended

One Way 2D Game

Winter 2014

Puzzle game made with SpriteKit game engine and Parse SDK
1500+ downloads and 200+ user generated levels