Patrick Balestra

iOS Engineer and OSS contributor.

Spotify – iOS Engineer

Working in the iOS mobile infrastructure team as part of the Client Platform tribe. We enable Spotify's mobile developers to work at unprecedented speed by creating tools, libraries and innovative solutions.

Scandit – Software EngineerRemote - Jan 2017 / Jun 2017 - Oct 2017 / Jun 2018Contributed to various user-facing and internal iOS applications written in Swift and Objective-C such as
Flow and Scandit Barcode Scanner.

N26 – iOS Developer Intern

Worked on the N26 iOS app used by hundreds of thousands of customers. I was primarily responsible to integrate <u>Apple Pay</u> card provisioning to make N26 the first bank to offer Apple Pay to European customers.

BCG Digital Ventures / Coup – iOS Engineering Intern

Helped write the <u>Coup</u> iOS app in Swift by building many features that contributed to its first release.

Education

B.S. in Informatics – University of Lugano

Relevant coursework includes computer networking, systems programming, algorithms and data structures, operating systems, linear algebra, calculus and numerical computing.

Awards

Apple WWDC Student Scholarship

I was Awarded three times by Apple with a conference ticket to attend the annual conference about the newest Apple technologies in the Bay Area.

Projects and Community

ARuler – aruler.download

Created one of the first augmented reality ruler iOS apps with Apple's ARKit available on iOS 11 launch day.

Notes for Watch - <u>noteswat.ch</u>

iOS and watchOS apps that allow importing notes from the built-in Notes app for viewing on the Apple Watch.

$\textbf{HomeKitty} - \underline{homekitty.world}$

A website written in Vapor that aggregates all HomeKit compatible accessories with over 20k monthly views.

Open Source – github.com/balestrapatrick

Actively contributing to open-source projects like <u>WhatsNew</u>, <u>ParticlesLoadingView</u>, <u>Stryng</u> and more.

Conference Organizer – <u>appbuilders.com</u> – <u>theswiftalps.com</u>

I co-organize the <u>App Builders</u> and <u>The Swift Alps</u> conferences since 2016. Over 1000 developers from all over the world attended these events to date.

Achievements: I shipped over 20 iOS apps to the App Store since 2012 with a total of over 100k downloads. Some of them were even featured by Apple in various categories.

Skills: Swift, Objective-C, JavaScript, Python, Ruby, Haskell, React Native, Java, C and Sketch.

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twitter.com/BalestraPatrick github.com/BalestraPatrick

Stockholm - Sep 2018 / Today

Berlin – Jul 2016 / Sep 2016

Berlin – Jun 2017 / Sep 2017

Lugano – Sep 2015 / Jun 2018

Silicon Valley – 2014 / 2015 / 2017