

Patrick Balestra

iOS Engineer and OSS contributor.

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Spotify – iOS Engineer

Stockholm - Sep 2018 / Today

I am joining the iOS infrastructure team in Spotify's HQ soon.

Scandit – Software Engineer

Remote - Jan 2017 / Jun 2017 - Oct 2017 / Jun 2018

Contributed 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

Berlin – Jun 2017 / Sep 2017

Worked on the N26 iOS app used by hundreds of thousands of customers. I was primarily responsible to integrate [Apple Pay](#) card provisioning to make N26 the first bank to offer Apple Pay to European customers.

BCG Digital Ventures / Coup – iOS Engineering Intern

Berlin – Jul 2016 / Sep 2016

Helped write the [Coup](#) iOS app in Swift by building many features that contributed to its first release.

Education

B.S. in Informatics – University of Lugano

Lugano – Sep 2015 / Jun 2018

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

Awards

Apple WWDC Student Scholarship

Silicon Valley – 2014 / 2015 / 2017

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 – noteswat.ch

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

HomeKitty – 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 [WhatsNew](#), [ParticlesLoadingView](#), [Stryng](#) and more.

Conference Organizer – appbuilders.com – theswiftalps.com

I co-organize the [App Builders](#) and [The Swift Alps](#) conferences since 2016. Over 1000 developers from all over the world attended these events to date.

Achievements: I shipped about 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, React Native, Vapor, Java, C, Python and Sketch.