

Patrick Balestra

iOS Engineer and OSS contributor.

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Experience

SCANDIT — SOFTWARE ENGINEER

Remote / Zürich – January 2017 / June 2017 - October 2017 - Current

- Wrote and unit tested a new feature that allows annotating pictures which was featured on the [company blog](#).
- Created an extended sample app in Swift that ships with the iOS SDK to teach developers how to use the APIs.

N26 — iOS DEVELOPER INTERN

Berlin – June 2017 / September 2017

- Implemented Apple Pay support that allows customers to pay with their iPhone and Apple Watch. Worked closely with other engineers and managers to make N26 the first fintech startup to support Apple Pay in Europe.
- Improved and redesigned existing features of the iOS app in Swift & Objective-C used by over 500k customers.

BCG DIGITAL VENTURES - COUP — iOS ENGINEERING INTERN

Berlin – July 2016 / September 2016

- Built many of the views in the iOS app that allow users to signup, manage the account and rent electric scooters.
- I helped ship the [Coup](#) iOS app written in Swift with other iOS engineers in time for the summer season in Berlin.

REALM — iOS FREELANCER

Remote – July 2016 / August 2016

- After open sourcing an iOS [app](#) to watch Realm videos, I further developed an iOS and tvOS prototype at Realm.

FIFA TMS — iOS ENGINEERING INTERN

Zürich – July 2015 / September 2015

- Helped creating the [GPX](#) iOS app which is a communication and pre-transfer platform for the football industry using Objective-C and Core Data.

Education

BSc IN INFORMATICS — UNIVERSITÀ DELLA SVIZZERA ITALIANA

Lugano – September 2015 / June 2018

- Relevant coursework includes web programming, systems programming, algorithms and data structures, operating systems, calculus and linear algebra.

Awards

APPLE WWDC STUDENT SCHOLARSHIP

Silicon Valley – 2014 / 2015 / 2017

- Awarded by Apple three times with a conference ticket to attend the annual conference about the newest Apple technologies in Silicon Valley thanks to my successful applications.

Personal Projects

HOMEKITTY — [WEBSITE](#) — 2017

- A website that aggregates all HomeKit-compatible accessories written in Vapor 2 (Swift), PostgreSQL, Heroku.
- Featured by 9to5mac, MacStories and more tech blogs with 25k unique visitors during launch.

ARULER — [APP STORE](#) — 2017

- Created one of the first augmented reality ruler with Apple's ARKit in iOS 11.

SECRETLY MESSAGING — [APP STORE](#) — 2016

- Send secret messages in iOS 10 with the new iMessage APIs. Use Touch ID or a passcode to authenticate.

NOTES FOR WATCH — [APP STORE](#) — 2015

- Easy and beautiful notes app for the Apple Watch. Write notes on the iPhone or dictate them on your watch.

WEIGHT TRACKER — [APP STORE](#) — 2015

- An easy way to track your weight. Featured in the App Store category 20 best apps by developers under 20.

EMERGENCY PHONE NUMBERS — [APP STORE](#) — [ANDROID](#) — 2013-2016

- Collected data and developed a free lifesaving app to keep emergency phone numbers of over 130 countries in your pocket. I later developed an Android version and rewrote the backend in Swift.

Hobbies

- Actively contributing to OSS projects like [WhatsNew](#), [ParticlesLoadingView](#), [ValueStepper](#) and [HapticButton](#).
- I co-organized two Swiss mobile-focused conferences, [App Builders](#) and [The Swift Alps](#).