

EXPERIENCE

Research Database Specialist, Luna Securities

July 2022 - Present

- **Reduced time needed for historical stock analysis by 90%** by creating Python scripts that parsed through previous stock data and generate correlations with economic factors, saving 125 man-hours.
- Created programs that automatically generate Price-Earnings Ratio, Price-Book Value Ratio, and Dividend Yield charts per company, **reducing the time needed to generate them from 4 hours to 5 seconds.**
- Contributed to the Luna app back-end which provides the parsed insights to the front-end.
- Provided advice on the design of the Luna app front-end.

iOS Development Intern, Rogomi Inc.

February 2022 - June 2022

- **Fixed multiple bugs** in the Objective-C codebase of the WHS Monitor app.
- **Rewrote the API handler** to take better advantage of concurrency and to avoid timeouts.
- Refactored ViewControllers to take advantage of new UIKit APIs and reduce memory usage.

Vice President for Development & Training, Computer Society of the Ateneo

July 2021 - June 2022

- **Trained 100+ students** in Web, Python, and iOS Development, and more **through designing, organizing and launching the Tier Training Program.** Personally mentored 5 students in learning Swift and SwiftUI.
- **Maintained the organization's income from development projects** despite the pandemic by finalizing agreements with 4 organizations to develop software solutions for their use.
- Successfully launched the new organization website, **increasing traffic by 3x over average levels.**

PROJECTS

Gusto (iOS Application) | January 2022 - Present

- Built with Swift, SwiftUI, UIKit, and Firebase.
- A social media application where users can create a list of restaurants, movies, TV shows, music albums, or video games to send to their friends, who can swipe through the list items in a dating app-like manner to let the friend group know which item is most liked and least liked.
- Currently in Alpha testing, will be released by December 2022.

Magnate (iOS Application) | August 2020 - Present, <https://francovelasco.me/Magnate/app>

- Built with Swift, SwiftUI and UIKit.
- A Budget Management app whose features include picture and location support in entries, graph-based statistics and forecasting, goals, CSV export, home screen widgets, notifications, iCloud syncing, etc.
- Made use of various iOS APIs, such as CoreData, WidgetKit, CloudKit, Shortcuts, and more.
- Hit #1 in the Top Paid Apps in the Philippines, #20 in the USA. In use in over 50 countries with a 4.9 rating.

GerryLearner (iPadOS Application) | April 2022, <https://github.com/franodvelasco/GerryLearner>

- Built with Swift, SwiftUI, UIKit, GameplayKit, RealityKit, and ARKit.
- Developed an app that lets the user learn how gerrymandering works through an interactive game with an AR component.
- **Winning entry for the WWDC 2022 Apple Swift Student Challenge.**

SimulVac (Swift Playgrounds) | April 2021

- Built with Swift, Playgrounds, SwiftUI and UIKit.
- Developed a simulator that emulates how the COVID-19 pandemic might play out in a population given differing COVID-19 vaccination rates and brands (spoiler: deaths drop by over 90%, regardless of brand).
- **Winning entry for the WWDC 2021 Apple Swift Student Challenge.**

EDUCATION

Ateneo de Manila University (2020 - 2024)

BS Computer Science

Ateneo Freshman Merit Scholar

Current Cumulative QPI: 3.93 / 4.00

TECHNICAL SKILLS

Programming Languages

Python, Java, Swift, C#, JavaScript, Objective-C

Tools and Frameworks

SwiftUI, UIKit, Xcode

HTML, CSS, SQL, Django, Git, Docker