

DES MARKS

Software Engineer & iOS Developer | desmarks11@gmail.com | desmarks.dev

EDUCATION

WASHINGTON STATE UNIVERSITY – *B.S. Computer Science*

August 2012 – December 2016

Notable Courses: File Systems, Operating Systems, Software Design & Testing

WORK EXPERIENCE

MICROSOFT, APPLE EXPERIENCE FOR OFFICE

Software Development Engineer II

July 2021 – Present

- Drove an initiative to increment the iOS, watchOS, and macOS supported OS versions for Office applications to iOS 14.0, watchOS 7.0, and macOS 10.15, respectively. The effort enabled development teams to more easily integrate with Apple's newest APIs. Externally, the effort provided an application that was built on the newest SDK that enabled new features and stability for customers.
- Implemented a tool to help track the usage of code expressions in the codebase. The data provided gives the team insight into expression usages which helps teams stay on top of code deprecations and cleanup.

AMAZON.COM, KINDLE FOR IOS

Software Development Engineer II

October 2018 – July 2021

- Helped team improve app store rating from 2.8 to 4.8 and make it the #1 Books app in the Apple App Store
- Drove accessibility font support that enabled users to change their font size by integrating with the newest Apple APIs, streamlining font creation, and modernizing layout across the application.
- Proposed and drove refactoring efforts for Settings menu that improved component modularization, enhanced usability and documentation of the public API, and increased test coverage from 0% to 95%.
- Worked alongside the Kindle for Android team to align and instrument a new API that provides easier access and more customization to a commonly used web component.
- Mentored a new hire to help them be successful in their role as they helped deliver major components for the accessibility font support project, becoming a productive member of the delivery team.
- In my work, I maintain a strong focus on codebase quality and software architecture to improve modularization and testability, and constantly reducing technical debt as part of feature delivery.

Software Development Engineer I

February 2017 – October 2018

- Implemented a core theming module and worked with partner teams to adopt the new API which improved the user experience by allowing them to select light or dark mode.
- Owned the delivery of a view for a core navigation experience which reduced the number of taps to open a book from multiple taps to a single tap.
- Migrated a component to be fully contained inside of a plugin which enabled a partner team to deliver functionality without relying on the core team for support.
- Served as Scrum Master. Improved organization and prioritization of the team's backlog with introduction of a focused backlog grooming meeting which improved the team's visibility into actionable work items.
- Reduced the number of engineering hours spent on the localization process with an automated script that can add, update, delete, and format strings in localization files.

- Implemented and assisted with other core UX features including multitasking support, pull-to-refresh support, and enhanced library filtering.

Software Development Engineer Intern

May 2016 – August 2016

- Engineered a lightweight SDK that enabled the integration of a company-wide A/B testing platform which allows the business to perform experiments to improve the customer experience.

TECHNICAL EXPERIENCE

Objective C, Swift, Python, C, C++, C#, JavaScript, Cocoa, UIKit, OCMockito, Jenkins, JIRA