Amos Jackson

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https://amos.im —— Seattle (currently), London (soon)

Skills

iOS development

Expert in Swift and Objective-C, as well as UIKit, Combine, async/await, XCTest, LLVM.

Extensive experience of other Apple APIs necessary for iOS app development.

Expert in Apple platform accessibility and assistive technologies, including VoiceOver, Full Keyboard Access, Switch Control.

Strong understanding of architectural design patterns like MVVM-C.

Design

Very familiar with tools such as Figma, InDesign, Photoshop.

Web

Significant experience with HTML, CSS, Javascript, React.

Misc

Expert knowledge of Git. Experience in Python, Java, Kusto (KQL). Contributed to open source projects.

(Я вроде как говорю по-русски)

Projects

Weenix (Operating Systems lab course)

Independently developed a Unix-based kernel across a semester, including processes/ threading, S5FS filesystem and virtual memory.

Structural racism visualisation project

For a university course, conceptualised and executed a web-based narrative format to visualise and contextualise the racial effects of intergenerational wealth. (wealth.amos.im)

Website redesign for freelance client

Reworked static site into a responsive, Jekyll- based personal website/blog. (jonahreider.com)

Experience

Microsoft, Software Engineer (Sept. 2020 – Present)
- Develop chat, channels and AI features for the Microsoft Teams iOS app, with an audience of over 75 million daily users.

- Act as a primary owner and maintainer of the app's UI component library and modernisation effort, enforcing design, architecture and code standards across hundreds of engineers and PMs.

- Took charge of education and documentation efforts for the above modernisation, working with engineers daily to inform them and answer their questions on best practices.

- Occupy the role of the accessibility champion for Teams iOS, reviewing features from the design phase through implementation to ensure they meet the highest level of accessibility for our users.

Two Sigma, Software Engineering Intern (Summer 2019)
- Developed a market risk dashboard, which provided analysts with efficient workflows to interrogate underlying drivers of risk.

- Manipulated large datasets across the application's stack to provide high-level insights to users.

Zillow Group (StreetEasy), Software Engineering Intern (Summer 2018)
- Developed the interface for a project with an initial user-base of up to 7,000 real estate agents.

Education

Brown University, B.A. Computer Science and B.A. Slavic Studies, Magna Cum Laude (2016 – 2020)
Relevant coursework: Computer Vision, Operating Systems (with Lab), Programming Languages, Computer Systems, User Interface and User Experience.