

Mariak Achuoth

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Professional Qualifications

- 3+ years of internship experience in mobile software development, with a focus on object-oriented design, UI/UX implementation, and performance optimization across multiple roles.
- In-depth knowledge of the software development lifecycle (SDLC), including planning, execution, and maintenance, with a strong emphasis on agile methodologies and continuous integration.
- Proven ability to quickly learn and adapt to new technologies and high-pressure environments, efficiently managing tasks and prioritizing deliverables to meet project deadlines.
- Demonstrated problem-solving skills and innovative thinking as evidenced by founding NileRemit and developing its software infrastructure.

Technical Skills

- Languages & Frameworks:** Swift, SwiftUI, CoreData, Combine, RxSwift, React, TypeScript, Javascript, Python, C++, Kotlin
- Tools & Platforms:** Xcode, Firebase, Git, Jira, REST APIs, Fastlane, Jenkins, CI/CD pipelines, AWS
- Development Methodologies:** Agile, SCRUM, Test Driven Development (TDD)

Work Experience

iOS Software Engineer intern

Jan 2023 – Apr 2023

Openlane

Toronto, Canada

- Led the development of the watchlist feature in the Openlane app using **SwiftUI**, **UIKit**, and **Combine** to enable users to track and monitor vehicles, ultimately boosting user engagement.
- Modernized a legacy codebase by applying **MVVM design patterns** to improve testability, scalability, and maintainability.
- Collaborated with cross-functional teams in Agile sprints to deliver high-quality features on time, ensuring seamless product releases.
- Contributed to software architecture discussions by championing best practices in testing and development, driving improvements that enhanced quality assurance and development processes.

Software Engineer intern

May 2022 – Aug 2022

Carta

Waterloo, Canada

- Worked with a cross-functional team to integrate the **Plaid API** into the Carta app, facilitating **ACH transfers** and enhancing electronic exercises and tender offers.
- Researched and analyzed **UI testing** strategies for the Carta application, documenting findings to enhance the team's UI testing workflow.
- Optimize CI resource sharing by engineering a **nightly UI smoke test** automation pipeline using **Fastlane** and **CircleCI**.
- Resolved bugs identified by QA, ensuring that the mobile product met stakeholders' requirements and maintained high-quality standards throughout the development process.

iOS Software Engineer intern

Aug 2021 – Dec 2021

Wonolo

San Francisco, USA

- Improved user engagement and elevated visual communication by developing **Swift-based Toast View** component for the Wonolo app, enhancing the notification system with dynamic pop-up banners that improved user engagement and elevated visual communication.
- Optimized JIRA story flow and implemented detailed bug-reporting procedures, leveraging insights from previous internships to enhance team efficiency and streamline development processes.
- Coordinated with a supervisor to prioritize tasks and align development efforts, ensuring timely delivery of high-quality software and meeting sprint goals effectively.
- Showcased ability to write clean, maintainable code during rapid development cycles, contributing to successful sprint completions and delivering high-quality software consistently.

Software/Innovation Engineer Intern

Jan 2021 – Apr 2021

Innovapost / Canada Post

Ottawa, Canada

- Developed a working prototype in Swift for Canada Post's digital coupon feature, earning recognition from stakeholders for its functionality and design.
- Drove innovation by contributing to software development and exploring new product strategies, advancing the development of emerging technologies and enhancing the product portfolio.
- Researched and created a **migration roadmap** for transitioning the Canada Post app to dark mode, achieving a **95%** approval rating from development and UX teams, thus enhancing user experience and aligning with modern design trends.

iOS Software Engineer Intern

May – Aug 2020

theScore

Toronto, Canada

- Applied strong problem-solving and analytical skills to identify and resolve complex issues, streamlining the development workflow and enhancing overall efficiency.
- Designed and developed a dynamic UI using Swift and Objective-C, creating a seamless and visually appealing interface for theScore Media Inc's iOS app, improving user engagement.
- Engineered a scalable API networking layer to ensure smooth synchronization between backend and frontend services, boosting app performance and enhancing user experience.

Education

University of Waterloo - Waterloo, Canada

Sept 2018 – Apr 2024

Bachelor of Science - Computer Engineering with Software Engineering option

- Relevant courses:** Software Design and Requirement Analysis, Algorithm design and analysis, Distributed Systems, Cooperative and Adaptive Algorithms, Database Systems