

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

AMAZON.COM, KINDLE FOR IOS

Software Development Engineer II

October 2018 – Present

- 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