

Ismatulla Mansurov

Software Engineer

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in ismatulla-mansurov

PROFESSIONAL EXPERIENCE

Computer Science TA, Ensign College

Jan 2023 – present | Salt Lake City

- Collaborated in the design and development of comprehensive computer science course curricula, ensuring alignment with educational standards and objectives.
- Offered dedicated support and guidance to students during class sessions and office hours, fostering an environment conducive to learning and academic success.
- Streamlined assignment submissions by automating pass-offs using GitHub Actions and Python scripting, enhancing efficiency and reducing manual oversight.

Software Engineer II, Sorenson Communications

Jan 2022 – Jan 2023 | Salt Lake City

- Collaborated within a diverse team of 20 professionals, including a core team of 5 engineers, to manage and maintain 3 distinct iOS applications, occasionally including Android. This cross-departmental collaboration ensured the integration of the latest features through current API usage, maintaining application relevance and functionality.
- Improved application performance and security by incorporating MDM profiling and executing strategic updates to the C++ engine.
- Developed a new user-centric iOS application designed to enhance accessibility for individuals with disabilities. Leveraged a custom C++ engine to optimize video connectivity and performance, helping the company reach a new market.
- Optimized the application development and deployment process by implementing efficient CI/CD pipelines, contributing to a more streamlined workflow across departments.
- Built proof-of-concept apps to explore the use of cross-platform technologies, Flutter and React Native, in our projects.

EDUCATION

BAS in Software Engineering, Ensign College

2020 – present
Salt Lake City, United States

GPA - 3.99

PROJECTS

Streamer, Music streaming app 🌐

Developed a Flutter music app that uses the Subsonic API and has a custom UI with native elements for Android and iOS, which allows users to manage their music collections.

HydroHomie, Water tracking app 🌐

SwiftUI app to track water input, and sync water input with Apple health. Built with SwiftUI, CoreData and Firebase.

SKILLS

Swift (SwiftUI UIKit CoreData) | Python (Django Fast.AI) | SQL/NoSQL (Firebase MariaDB)

Kotlin (Jetpack compose, KMM, Native Android) | Github Actions | Jenkins | C++ | C# | JS (AlpineJS)

TypeScript