Diouf O

Senior iOS Developer, 6+ years experience
Dallas, United States
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As a software engineer, my journey in the world of technology began with tinkering on my first computer, sparking a lifelong fascination with coding and problem-solving. I thrive on the thrill of unraveling complex challenges and turning them into elegant software solutions that enhance user experiences. Beyond the lines of code, I am a staunch advocate for using technology as a force for good, and I actively seek out projects that align with my values of sustainability and social impact. By continually pushing the boundaries of innovation and embracing a growth mindset, I aim to create a lasting legacy that inspires future generations of software engineers to shape a more inclusive, interconnected, and sustainable world through the power of technology.

INDUSTRIES: Entertainment, Financial

TECHNICAL SKILLS

• Swift	6 years & 9 months
• Xcode	6 years & 9 months
• ObjectiveC	5 years & 5 months
• Jira	5 years & 3 months
• XCTest	5 years & 5 months

PROJECT DETAILS

• Amazon Glow December-2019 - November-2020

Project Description: Develop assigned features as per the Model-View-ViewModel design pattern to ensure a thorough Separation of Concerns (SoC) in the code. Work on developing and supporting the user's experience and onboarding process throughout the app.
Responsibilities: Worked on performance improvements in the Filter and Search features in the app by making use of Dispatch Queues for better performance. Worked on integrating WebRTC in the app allowing live and interactive calls remotely. Worked with Combine, SwiftUI, and UIKit to produce and deliver the app. Integrated Analytics library within the app using Adobe site Catalyst API to post information about the interaction with an app.
Technologies: SwiftUI, Objective C, X Code
Industry: Entertainment
Link: https://apps.apple.com/us/app/amazon-glow/id1477673713

• USAA March-2021 - March-2023

Project Description: Develope iOS software using Swift, and Objective-C following clean architecture, SOLID guidelines. Develop Frameworks containing multiple UI components and view modifiers using SwiftUI and UIKit for several teams to consume for consistency across USAA products.
Responsibilities: Implemented Apple Add to Wallet feature for users to add documents to their Apple Wallet utilizing PassKit, PKPassLibrary, PKAddPassViewController. Developed a custom Analytics library that Interfaces with Tealium Tag Management to collect user activities as they navigate through the App. Developed Android software using Kotlin, Java, Retrofit, Dagger and RxJava/RxKotlin following a reactive architecture. Supporting the overall USAA goals by operating within a SDLC using Agile and SCRUM methods.
Technologies: SwiftUI, Objective C, X Code
Industry: Financial
Link: https://apps.apple.com/us/app/usaa-mobile/id312325565

EMPLOYMENT HISTORY

• Senior iOS Software Engineer

• Mobile Software Engineer April-2021 - March-2023

USAA

• iOS Engineer November-2020 - March-2022

Apple

CERTIFICATION

• Data Science by Georgia State University 2020

EDUCATION

• Bachelors degree in Computer Science from Georgia State University 2018 - 2020

LANGUAGES

• English - native

END OF DOCUMENT
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