Omar Kassouar

SOFTWARE ENGINEER, Bay Area CA

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🧠 SKILLS

Backend
Python, Golang, Ruby/Rails, NodeJS, TypeScript, REST APIs, PostgreSQL, gRPC, Protobuf, Redis, BigQuery
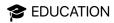
DevOps
Bash, CI/CD, Kubernetes, Docker, Ansible, Jenkins, Monitoring, Observability, Scaling, GCP, AWS, Git, Monolith repos, Microservices

Mobile
Swift, ObjC, Kotlin, Xcode, Bazel, Gradle, Buck, AppStoreConnect, AndroidPublisher (Google Play)

Testing
Unit testing, Integration testing, Mocking, UI Testing, Load Testing, Dependency Injection

🎓 EDUCATION

Coursera
Build a Modern Computer from First Principles (nand2tetris)
2017

edX Harvard
CS50x Computer Science
2015

Vanier College
Computer Science & Mathematics
Montreal Canada, 2010

☮ VOLUNTEERING

San Francisco Public Library
Organizer + Game Master
Youth Tabletop Role-Playing Club
2022-2023

Canada Learning Code
Kids Learning Code Mentor
2017-2018

👤 PROFILE

Passionate autodidact with a soft spot for developer experience, CI/CD, and privacy-by-design. My core values are craftsmanship, mentorship, creativity, and user-empathy. On a mission to further hone my craft while delivering optimal software that real humans actually enjoy using. Over a decade of experience building systems that allow products to scale while continuously growing business value. Also interested in learning more about Augmented/Mixed Reality and LLMs.

💼 EXPERIENCE

Software Engineer, Developer Productivity + Release | **Snap Inc**
Feb 2021 - Feb 2024 | San Francisco + Palo Alto CA

❖ Designed and developed Golang/gRPC Mobile Release orchestration platform for Snap's various iOS and Android products that: organizes post-merge builds; manages pre-release checks for distribution to internal testing, external beta, and production submission release tracks; monitors and controls production staged rollouts based on internal metric funnels, and maintains fault-tolerant event schedules for different weekly-release milestones.

❖ Led effort to modernize and consolidate build scripting across Snap, migrating from bash scripts and deprecated Python2 to modern custom **Python3** framework with metrics logging, dynamic error reporting, and modularity/composability.

❖ Collaborated with Builds team on redesigning mobile variant system for assembling custom build types and feature sets for different audiences, build graph optimizations and aggressive dependency caching to dramatically reduce compile times for both developer and CI machines, and aggressive dependency caching to dramatically reduce compile times for both developer and CI machines. Coordinated and performed iterative SDK upgrade rollouts and OS deprecations, aligning requirements across feature and ops teams.

❖ Owned mobile codesigning, managing storage and rotation of certificates, private keys, provisioning profiles, app IDs, and entitlements across several developer accounts. Refactored codesign build tooling to reduce risk and downtime of rotations. Collaborated with Security teams to maintain functionality of code obfuscation, binary hardening, and client attestation.

❖ Participated in **Mobile Release Manager** on-call rotation, performing production app submissions and hot fixes, managing policy changes and rejections, communicating with Apple / Google reps on behalf of Snap, and aggregating user-facing feature rollout plans for cross-team launch initiatives

Software Engineer, Bitmoji | **Snap Inc**
May 2019 - Feb 2021 | Toronto, Canada

❖ Migrated Bitmoji apps and extensions from legacy Bitstrips build tooling and infra to Snap platforms, unlocking deeper codesharing and consolidated signing and logging/reporting

❖ iOS and Android build optimizations, significantly reducing build times, shrinking app size, and speeding up cold-startup app launches; migrated iOS codebase from xcodebuild/cocoapods/carthage to Snap's Buck framework, modernized Jenkins CI pipeline

❖ Integrated Mobile SDKs such as Firebase, MS AppCenter, and BugSnag

❖ Bug fixes and minor UI improvements to Bitmoji Sticker Picker across iOS, Android, and Chrome extension

Software Developer, Automation | **Connected Lab** (now Thoughtworks Canada)
Oct 2017 - Apr 2019 | Toronto, Canada

❖ Developed and designed iOS + Android automation framework to abstract end-to-end testing on physical devices, for use across multiple clients' mobile products

❖ Setup preprocessing/assignment pipelines for converting video assets into ML datasets for annotation and categorization.

❖ Built additional tooling to support various projects, such as IoT firmware/state manager, voice skill testing toolkit (speech-to-text & text-to-speech), staging server deployments

❖ Supported IT team by designing and developing test inventory management app and workstation configuration scripts

Software Developer Intern | **Shopify**
Sep 2016 - Dec 2016 | Ottawa, Canada

❖ Full-stack development on Shipping team, implementing new features and bug fixes on Admin Settings panel

❖ Extended functionality and performance improvements of backend microservices for integration with shipping partners

❖ Refactored integration test suite, improving reliability and performance

Software Quality Analyst | **VarageSale**
Jun 2014 - Aug 2016 | Toronto, Canada

❖ QA on Infrastructure Team, focused on Payments and Notifications systems

❖ Automated repetitive tasks and maintained QA tools

❖ Designed test cases for constantly iterating product across web, iOS, and Android, collaborating with stakeholders to identify concerns early in dev cycle

QA Compliance Specialist (TRC) | **VMC Game Labs** (now Keywords Studios)
Sep 2011 - Jul 2013 | Montreal, Canada

❖ Performed Technical Requirements tests for Sony's QAAP PlayStation certification system

❖ Maintained TRC and functional test suites for projects across several clients

❖ Participated in Sony's DevNet forum and VMC's internal TRC/TCR Hotline

❖ On-site contracts with **Ubisoft Montreal**