

DAVID OWENS II

Software Engineer

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ABOUT ME

I build software that runs on Apple platforms because it's the only platform out there that strives to care about the things I care about: seeking excellence in execution. As engineers, we don't also hit the mark. Nonetheless, it is the pursuit that drives, that demands us, to continue to improve. This is one of the reasons I do what I do, and it is a key reason to why I blog at <https://owensd.io>: doing my part to help others seek that same excellence.

WORK EXPERIENCE

12

2005 - PRESENT @ **MICROSOFT**

SENIOR SOFTWARE ENGINEER - OFFICE FOR MAC

Helping to build a better iOS and Mac version of Word by implementing new UI for iOS, improving accessibility, increasing performance, design new and better ways to test our software, fixing rendering pipeline issues, and root-causing and fixing mainline, user-impactful crashing bugs.

SOFTWARE ENGINEER - BROWSER TOOLS

Ensuring compliance in our JavaScript runtime engine within Internet Explorer, validation and development of the early versions of WinJS, creating JavaScript templates in Visual Studio for Windows 8 tooling, and delivering corresponding //build/ conference talk.

SOFTWARE ENGINEER - DEVELOPER DIVISION

Designing a new test verification system which allowed test cases to implicitly verify actions (patented), developed automation libraries leveraged by our test team, and owned the performance testing and infrastructure for the WPF visual designer in Visual Studio.

EXTERNAL PROJECTS

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2013 - PRESENT @ **TWO-MINUTE WARNING**

KID'S CHECKIN SYSTEM - BLUE SKY CHURCH/VISTA CHURCH

An in-house check-in system for managing kids checked into kid's program. An AWS-backed, multi-iOS device setup where parents check-in their kids using the iPad kiosks, receive printed stickers and receipt via a connected Dynamo printer. Provides real-time child enrollment tracking and parent paging system.

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2015 - PRESENT @ **OPEN SOURCE PROJECTS**

JSON-SWIFT, VSCODE-SWIFT, VSCODE-LSP, VSCODE-LANGSRV

An RFC 7159 compliant JSON parser, written in Swift. Visual Studio Code language support for Swift, with experimental Linux and Windows Subsystem for Linux support, and a Swift implementation of Microsoft's Language Server Protocol for Swift-native tool development.