

# Loïs Di Qual

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*I build good, reliable software products.*

*While I've been mostly focused on mobile apps for the past couple years, my journey at Scoop and Expensify have led me to work on many other platforms, mostly Node-based backends and web apps.*

*My main motivations are to build products from scratch, working with a really small team, and grow an engineering organization technically and structurally.*

## **Experience**

### **Scoop**

*Product Engineering Lead – San Francisco - 2016-2019*

I was leading the team who develops, ships, and monitors all user-facing Scoop products. From iOS/Android to Web to API interface and code, my responsibility was to ensure good shipping pace along with high product quality and great user experience. With the help of a dozen mobile and backend engineers, I strived to find ways to ship faster without decreasing code and UX quality.

- Worked on making the iOS/Android codebase collaboration friendly and easy to jump into
- Grew the product development team from three people to a dozen as we were raising more money
- Scaled the mobile apps to about 3x the traffic in less than a year
- Shaped the core app architecture to handle our future flagship projects
- Introduced QA processes across the engineering organization and offloaded some of the internal QA to a dedicated company
- Took in charge most of the developer experience work, from CI to testing framework to internal builds to release management

*iOS Engineer – San Francisco - 2015-2016*

As part of the founding engineering team at Scoop, I created the first version of the Scoop iOS app in about 4 months, then took the lead on making the app evolve from MVP to a fully tested, collaboration-ready application.

- Created the Scoop iOS from zero to launch in 4 months

- Was in charge of API interface and documentation for better server/client contracts
- Added full unit and flow testing on iOS
- Contributed to the backend code during the early days to ship as fast as possible
- Helped define the engineering culture and process
- Helped grow the engineering team to a dozen people in the first year

## **Expensify**

*Mobile Engineer – San Francisco – 2013-2015*

At Expensify I was mainly working on the business logic code (in Javascript) of the Android/iOS app, as well as the in-house cross-platform framework that allowed our JS code to interact with the native SDK.

- Shipped the full redesign of the Expensify app (v4)
- Significantly improved our in-house cross-platform framework (YAPL) by adding view controller/fragment transitions and other highly-used calls
- Added full crash and error monitoring and reduced crash rate from 10% to almost 0%.
- Added full V8 support for YAPL which increased the Android app performance by about 2x for boot time and screen load time
- Added full continuous integration via an in-house Jenkins build box and Calabash testing
- Enhanced the developer experience by adding hot-reloading and a debugger in the YAPL framework
- Significantly improved the SmartScan experience by adding custom camera overlays in the Android/iOS codebase

## **Softmobiles**

*iOS Developer – Bordeaux, France – Summer 2012*

Softmobiles is a mobile agency that I interned at during the summer of 2012. I was in charge of developing Clubiz – a mobile app that small businesses could generate with their own branding and content. The app itself would provide information about the business, contact lists, events, news, etc. Businesses who wanted to create a branded Clubiz app would go on a website, fill a form and provide information about the business. The website would then generate a configuration file that would be loaded in a shared iOS/Android codebase and archived to a fully native app. Along with Nighters, my internship at Softmobiles allowed me to explore the iOS world professionally for the first time.

## **Azendoo**

*Web Developer – Bordeaux, France – Summer 2011*

Azendoo is a collaboration app for teams. I interned at Azendoo during the summer of 2011 as a frontend developer. My focus was small feature development on a Mootools/CSS3/HTML5 codebase backed by a Ruby On Rails API. This was my first professional experience in the tech world and I learned a ton from it – mainly around code quality and best practices.

## ***Education***

### **ENSEIRB-MATMECA – Bordeaux, France**

M.S. in Computer Science

### **Paul Sabatier University – Toulouse, France**

PCP – Préparation aux Concours Polytechniques

## ***Skills***

My strong suit is iOS development. I've been shipping iOS apps since the SDK came out and I have a lot of experience in building high quality apps with a solid codebase.

I have lots of different platform interests, including Android, Node/Rails/Python APIs, Web dev (React/JS/HTML), and CLI tools.