OLIJUJUAN GREEN

SOFTWARE ENGINEER / iOS · Full Stack · Applied AI

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Software engineer building user-facing products across native iOS, web interfaces, APIs, and background systems. Brings a mobile foundation and end-to-end product ownership to creative AI workflows at Mosaify and the independently built Ekkos podcast app.

TECHNICAL SKILLS

Mobile: Swift, SwiftUI, UIKit, Combine, structured concurrency, AVFoundation, XCTest
Full stack: React, TypeScript, Node.js, Fastify, Go, Python, PostgreSQL, REST APIs
Product systems: Firebase, authentication, asynchronous jobs, failure recovery, CI, Git

SELECTED PROJECTS

Mosaify | Product Engineer

Jun 2026 - Present · mosaify.ai

- Develop AI-powered creative experiences across React, TypeScript/Fastify, PostgreSQL, and Python agent workflows.
- Build asynchronous generation, persistent drafts, authentication, and output-review workflows, with browser acceptance testing and recovery paths.

Ekkos | Creator & Full-Stack Engineer

2025 - Present · ekkos.app

- Independently build and maintain the native iOS app and Go/PostgreSQL backend, spanning podcast discovery, transcripts, chapters, clip sharing, and client-server releases.
- Build AVFoundation playback with Now Playing integration, speed and progress state, chapter navigation, resilient resume behavior, and tested failure fallbacks.

PROFESSIONAL EXPERIENCE

Vance & Hines | Senior iOS Engineer

Jan 2025 - Present · Remote

- Redesigned FuelpakX authentication and onboarding in SwiftUI and Firebase, unifying email-link and phone sign-in, guest demos, persistent profiles, and session recovery.
- Built a Firestore-backed account lifecycle and integrated RevenueCat through a purchase controller and premium paywall with mock-purchase support.

Indio | Contract Engineer

Dec 2024 - Jul 2025 · Remote

- Resolved sign-in failures across the iOS client and backend JavaScript token service, improved token delivery, and added focused unit coverage.
- Corrected media position, duration, and resume-state handling for reliable playback recovery; modernized shared UI components.

Peloton Interactive | Software Engineer

Mar 2023 - Nov 2024 · Atlanta, GA

- Contributed to Crescendo, an internal macOS and iOS product for instructors to curate music, organize class content, and prepare sessions.
- Built a server-driven landing surface and tested Combine pipelines to keep music libraries and metadata current across instructor workflows.