

Joseph Afework

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B.Sci - Computer Science - 2013 - Cal Poly Pomona

An experienced engineering leader with a demonstrated history of shipping great products and building high performing engineering teams utilizing mobile & web technologies.

OPENDOOR
PRESENT - 2020

WAG! LABS
2020 - 2017

CIRRUSPATH
2017 - 2014

ONESCREEN
2014 - 2013

Sr. Engineering Manager (React / React Native / Ruby / Golang)

- Managed 8-10 direct reports (across multiple teams) in cross-functional full-stack teams (Eng / Product / Ops/ Design) to deliver on business objectives in an OKR driven organization. Supported the main Opendoor mobile app (React Native).
- Supported various Buyer teams and initiatives as a manager (Buyer Products, Buy+Finance, Market Expansion, Winning Offers, Buyer Engagement, Cash Offers).
- Eng leader responsible for scaling the Buyer experience to new markets since 2021. Also responsible for implementing improvements to the Buyer program to achieve product level profitability in 2022.
- Co-stakeholder with product owners to balance product initiatives with mindful execution against technical debt. Accelerated impact by making changes to engineering workflow and process.
- Launched and scaled Opendoor Backed Offers which was a flagship Buyer product in 2022. Program helped customers purchase over 1 billion dollars (GMV) of real estate.
- Was promoted from Engineering Manager to Sr. Engineering Manager

Sr. Mobile Engineering Manager (Obj-C / Swift / Java / Kotlin)

- Joined as a Sr tech lead to help support the business scale the iOS team and engineering process.
- Helped scale the mobile team workflows and process to meet the needs of the business. Grew the iOS team from 2 to 10 eng.
- Became responsible for all mobile platform engineering (iOS and Android) and directly managed 16+ engineers (entire mobile org).
- Managed a weekly release train process across all our mobile products, including managing an iOS enterprise distributed app.
- Experience working in the (On-demand) services marketplace: Built an app for dog walkers (Supply), and app for dog owners (Demand).
- Was promoted from Lead iOS Engineer to Mobile Engineering Manager and then to Sr Mobile Engineering Manager

Director of Mobile Development (Obj-C / Swift)

- Started as engineer #3 in a bootstrapped startup focused on building an enterprise mobile SAAS product.
- Hired and scaled a cross-functional mobile team (eng / qa / pm / design)
- Led a team of onsite and offshore engineers (5-7) to support the mobile products.
- Built Cirrus Insight Mobile, an enterprise email client (obj-c & swift).
- Responsibilities grew to be a hands-on manager splitting time 50/50 as a technical lead and manager.
- Was promoted from Sr. Mobile Engineer to Director of Mobile Development

Software Engineer (Obj-C)

- IC responsible for all iOS projects and coordinated with cross-functional stakeholders to build custom frameworks
- Created several consumer multimedia mobile apps for brands such as Powerblock RTM and The Young Turks Network.
- Built a custom native video player that with iAB VAST 3.0 and iAB VMAP 1.0 support. Extensive experience with Apple HLS and other adaptive streaming