

## EMPLOYMENT

### META

#### Senior Software Engineer

Remote (Bay Area)

Dec. 2021 - Current

- Tech lead for Meta Quest TV in design and development of universal spatial media controls. Worked with 2 cross functional VR system teams and successfully prototyped a new communication capability, which can be used with first party and third party partners, such as Disney+, Spotify, Youtube to control playback via a special control surface.
- Tech lead for the design and development of a new unique autoplay experience for immersive VR and rectilinear media playback in Meta Quest TV. Increased time spent by 5% and enabled the ability to track playback bounce rate to help improve personalized recommendations.
- Implemented custom JavaScript lint rules for testing and enabled them across AR/VR Reality Lab. Helped increase Meta Quest TV's codebase test coverage by +50%.
- Tech lead for migrating Meta Quest TV from legacy ReactVR stack to React Native stack. Redesigned 12 native C++ and Java modules to ensure compatibility
- Worked with the VR UI foundation team to introduce 2 new standard components, an animated countdown interstitial for React and an animated countdown notification for Android.
- Modernized Meta Quest TV's Android notification stack, increasing security and compatibility with newer and higher quality features.
- Implemented the interstitial consent experience for the cowatching experience, working across Javascript, C++, and Java layers to create a new communication pipeline. The feature was showcased by the CEO, Mark Zuckerberg.
- Implemented ability for user to hide unwanted content on Meta Quest TV to help personalized their feed.

### LINKEDIN

#### Senior Software Engineer

Mountain View, California

Sept. 2020 - Dec. 2021

- Web lead for building an API-driven UI framework. Help design highly scalable API render models for Web, iOS, and Android.
- Implemented callback limiting and improved UI render performance for ember scroll modifiers. Enabled new performant implementations of sticky headers and infinite scrolls across the LinkedIn ecosystem.
- Led working group for large-scale dependency upgrades with infra team, e.g datepicker migration across 10+ teams.
- Implemented a scalable scroll restoration service to improve UX when navigating within Profile.
- Leveraged h2 protocol to optimize page load time by minimizing long blocking network requests and maximizing parallel network requests, decreasing initial page load time by ~10%.
- Maintainer of ember-sortable, an open source drag and drop reordering library used across LinkedIn.

### LINKEDIN

#### Software Engineer

Mountain View, California

Aug. 2018 - Sept. 2020

- Member of the internal linting committee. Implemented lint rules for strict namespaced components.
- Implemented accessibility support for open source drag and drop library used across the company
- Led profile to grade C accessibility compliance from F
- Led location UI and data migration from legacy to Microsoft Bing Geo.

#### Software Engineering Contractor

Champaign, Illinois

Feb. 2018 - May 2018

- Migrated to newer and more performant data models, reducing overhead and network requests.

#### UI Engineering Intern

Mountain View, California

May 2017 - Aug. 2017

- Implemented custom WebGL support for photo editing studio, reducing image processing speed by more than 500%.
- Implemented an interactive completion meter with icons and hover cards to help users build quality profiles.

## SKILLS

**PROGRAMMING LANGUAGE:** JavaScript, Python, HTML, CSS, C++, Java

**FRAMEWORK:** Ember.js, Node.js, React, Android, React Native

## EDUCATION

University of Illinois at Urbana-Champaign

B.S Computer Science 2018