Manuel Ponce

Austin, Texas • (512) 375 0740 • maniponce22@gmail.com • linkedin.com/in/manuelponcecs

WORK EXPERIENCE

Software Engineer

June 2021 - November 2022

Twitter

- Led, designed, and delivered a new feature capability to enable the generalization of a timeline prompting mechanism which **cut development time for product engineers from weeks to days**.
- Integrated timeline prompting service support into the company standard backend service framework to enable easy adoption in dozens of next generation microservices
- Administered and contributed to my team's effort to a high priority company-wide initiative with tight
 deadlines that focused on the proper and intentional usage of user contact data, such as email and phone
 numbers.
- Identified and mitigated a <u>serious data breach incident</u>; conducted an internal audit for similar vulnerabilities to ensure quality product privacy and security standards.
- Defined the platform shepherding process adopted across our front-end, backend and product engineers.
- Supported **over a hundred internal customers** in effectively utilizing the platform through Q&As, regular office hours and timely code reviews.
- Ensured continued reliable operation of **7 critical** microservices through on-call rotations.

Software Engineer Intern

Summer 2020

Twitter

Led and implemented a new product using multiple microservices that concentrated on adding a new way
for all new and existing users to turn on their precise location setting resulting in improved user content
recommendations.

Software Engineer Intern

Summer 2019

Twitter

- Delivered a new home timeline prompt that drove users to a new user experience to set their preferred languages resulting in improved timeline content relevance.
- Added a new screen during the user signup experience to gather user consent states used for personalized ads and content.
- Migrated backend legacy code to new internal services.

EDUCATION

University of Texas at Austin, Austin, TX

Fall 2018 - Spring 2021

B.Sc. — Computer Science

PROJECTS

WikiRacer Game Swift, Google Firebase, Wikipedia API

An iOS game for iPad and iPhone with **all 5 star reviews** and over **24k impressions**. Features implemented include user validation, user in-game rewards and stat progress storing, and multiplayer mode through sharable codes.

SKILLS & OTHER

Technical Skills: Scala, Python, C++, Java, Swift, Kotlin, Git, JIRA, Bazel, MapReduce, Hadoop, HDFS