

Manuel Ponce

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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.
- Investigated, root caused and mitigated a [serious data breach incident](#); 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 2016 - 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, Java, Swift, Git, JIRA, Bazel, MapReduce, Hadoop, HDFS