

David Rios

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EDUCATION

Columbia University

Bachelor of Science in Computer Science
GPA: 3.94/4.00

New York, NY

Aug. 2021 – May 2025
QuestBridge, HSF Scholar

EXPERIENCE

Software Engineer

Gather

Jan 2025 – Present
New York, NY

- Built Gather 2.0's billing dashboard, webhook handling for Stripe integration, and the HTTP API for a payments system developed alongside two senior engineers
 - * Shipped in 3 months and scaled to 40,000+ subscriptions and 70,000+ customers
 - * Grew from implementation to feature ownership, prioritizing and shipping proprietary high-impact features (upcoming invoice preview, discounts, billing interval switching, item-specific coupon locking)
 - * Led feature documentation efforts and worked closely with CX to prioritize and build subscription debugging tools
- Scoped and built user management system, accounting for downstream effects on chat (message retention), billing (seat management), and permissions across the product

Software Engineer Intern

UiPath

June – August 2023, May – August 2024
Bellevue, WA; New York, NY

- Led the implementation of the UiPath Academy front-end redesign using the Apollo design system, resulting in a more user-friendly interface for mobile and desktop users
- Replaced 20+ proprietary components with reusable components, significantly improving codebase maintainability
- Collaborated with designers to create pixel-perfect implementations of page/component designs from *Figma* in *React* using *Next.js*, *TypeScript*, and *Emotion*
- Refactored *Contentful* schemas to simplify the CX team's workflow, reducing turnaround time for content updates
- Scoped and implemented a high-contrast theme in *TypeScript* for use across UiPath's web apps. Facilitated easier addition of future themes by refactoring existing theme logic present throughout the codebase

PROJECTS

Organizational Challenges in Company Adoption of Design Systems

February – May 2024

- Conducted 7 hourlong interviews with industry leaders in design in a three-week timespan
- Used qualitative analysis to determine shared social/technical issues and behavior patterns between companies
- Gained an understanding of common communication issues seen between design and engineering teams in production settings

Snug Slug | Python, Flask, SQLAlchemy, TypeScript, Sass

Nov. 2023 – Dec. 2023

- Built a subletting platform demo using *Flask* for URL routing, *Jinja2* for dynamic content rendering, and *Sass* for styling
- Implemented and documented a *REST API* using *flask-restful* to manage user-generated listings, user relationships, and facilitate real-time chat functionality

Remindr | TypeScript, React, Redux, Flutter, Firebase, GitHub Actions

June 2020 – Present

❖ 1k+ downloads

- Implemented app-specific notifications feature using Windows API code in C++
- Released mobile version of Remindr for iOS/Android with Flutter and Dart
- Implemented authentication and data storage/syncing with *Firebase*, CI/CD with *GitHub Actions* for release on Windows, MacOS, and Linux
- Used Electron, Vite, TypeScript, React/Redux, and *Sass* for the multi-platform desktop version of Remindr

TECHNICAL SKILLS

Languages: C#, C/C++, Java, Python, SQL (Postgres), TypeScript, CSS/Sass

Frameworks: React, Node.js, Next.js, Flask, Jest, Playwright, Cypress, Electron, Flutter

Developer Tools: AWS, New Relic, Docker, Redis, GitHub Actions, Google Cloud Platform