

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

Jan 2025 – Present

Gather

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

June – August 2023, May – August 2024

UiPath

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