Aida **Zuniga**

SOFTWARE ENGINEER · FRONTEND/FULLSTACK

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Experienced with delivering **highly XFN fullstack projects**, with a focus on **seamless**, **accessible** and **responsive user interfaces**.

Skills

Proficient in **React, Javascript/Typescript, React Native, Redux, Python, Git** and **Mercurial**.

Practical experience with **Java, C#, C++, MySQL, Node.js, SQLite, GraphQL, Tailwind CSS, Electron** and **Linux**.

Fluent in **English**, **Spanish** and **French**.

Work Experience

Meta (Instagram Lite)   *New York, NY*

SOFTWARE ENGINEER   *Sept 2021 - Feb 2023*

- Led the work for the In-Feed Recommendations project, which consisted of scoping, designing, building, running the experiment and collaborating with org-wide teams. Built complex UI in **Python** and **Java** that was bridged with Instagram data models and actions while not compromising feed performance of the Lite app.
- As Reels POC, experimented with a variety of different design/project ideas that provided key learnings on our users' preferences that we leveraged to influence the direction of the product.
- Worked on a variety of IG parity projects in the media deletion and stories creation product areas which lead to a media creation increase by 4% and time spent by 1.5%.

Meta (Messenger Desktop)   *Seattle, WA*

SOFTWARE ENGINEER   *Jan 2019 - Sept 2021*

- Worked with **React (Typescript)** + **Redux** for the frontend, **C++** and **C#** for the backend and **SQLite** and **GraphQL** for data.
- As part of the team that built the Messenger Desktop Electron app, built key end-to-end features which included sending and rendering different types of media attachments, the full audio/video player and media viewing experience, message forwarding and message status. This contributed to our successful public launch in March 2020.
- Worked on the rewrite from an Electron app to a **React Native** Desktop app, which we successfully rolled out to 100% of eligible customers. Pioneered the work required to integrate the frontend to the native Messenger libraries for the calling product area and shared this knowledge back to the team through mentoring, a documented handbook and presentations.
- Led a couple team-wide efforts: the accessibility for the React Native app, the improvement of the oncall and triaging process (which increased team productivity, task visibility and decreased our SLA by 20%) and the working integration of Workchat into the React Native app.
- Collaborated with cross functional members of the team to organize recurring "Polish" days, in which the team worked on purely quality improvement tasks that resulted in a more polished and reliable app and a reduced task backlog by 40%.
- Coordinated with multiple Messenger teams to assist in the scoping and milestone creation for the new high priority Rooms feature. Added app support for the consumption of this feature as part of the company's response to the increase in demand of video conferencing apps during the peak of Covid.

Meta   *Menlo Park, CA*

FRONT-END ENGINEER INTERN   *Jan 2018 - Apr 2018*

- Incorporated two new features into 360 photos to improve the client consumption experience on web, which were part of a growth effort to increase awareness regarding sharing 360 media.

Microsoft   *Redmond, WA*

SOFTWARE ENGINEER INTERN   *Sept 2017 - Dec 2017*

- Refactored client interfaces to improve responsiveness & added new functionality to increase productivity within the Azure Dashboard interface.

Education

University of Waterloo   *Class of 2018*

BACHELOR OF COMPUTER SCIENCE (FRENCH MINOR AND HONOURS BUSINESS OPTION)

- Coursework: Algorithms, Object Oriented Programming, Operating Systems, Distributed Systems, Databases, Graphics