Alex Thomas

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TECHNICAL SKILLS

Expertise – Full Stack Web Development, Native App Design (UI/UX), Framework Engineering, Infrastructure Design, Data Analytics, AI, ML
Development Practices – Architecture Design, Automated Testing, CI/CD, Agile, Scrum, DevOps, API Design, XFN Collaboration, DBMS
Libraries – React, React Native, GraphQL, Node.js, Angular, AWS, Jest, Google Cloud, Stripe, REST, Postman, Git, Docker, Figma, Dataswarm
Languages – Javascript, Typescript, Python, Java, SQL, Hack, PHP, Kotlin(Android), Go, Elixir, C++, C#, C

WORK EXPERIENCE

Local Kitchens – Senior Full-Stack Software Engineer, *San Francisco, CA*   Jul 2024 – Dec 2024

- Led a mobile-first initiative, boosting weekly mobile revenue by **50%** and making the app the fastest-growing direct ordering channel
  - Streamlined UI/UX with the design team, addressing ordering funnel dropoff points and fixing **50 bugs** affecting guest ordering
  - Consolidated Android/iOS components in React Native, resolved rerenders and thermal issues, optimizing compute time by **20%**
- Managed cross-platform "Activation Reward" campaign, driving **28%** increase in first-time digital guests using Django and React
  - Revamped loyalty program with signup rewards and backward compatibility, integrating web, mobile, in-store, and kitchen systems
  - Aligned campaign with Q3 brand launch through XFN collaboration, helping achieve the company's first **$500K weekly sales** milestone

Meta (Facebook): CW from Sigma Connectivity Inc. – Full-Stack Web Developer II, *Burlingame, CA*   Jan 2021 – Jun 2024

- Launched "Dogfooding Hub" web product as part of Reality Labs (RL) Dev Tool Team in Q1 2024 utilizing React, GraphQL, and Hack
  - Developed a program enrollment feature with waitlist and custom eligibility, increasing enrollment by **15%** in 2024
  - Enhanced device redistribution by automating reassignment of under-tested devices, replacing a manual spreadsheet-based process
- Identified need for more granular data on Sandcastle job lifecycle to optimize the RL continuous integration system
  - Built MySQL and Python-scripted Dataswarm pipelines to recursively map and capture job dependency, queue, and execution time
  - Created "Perceived Queue Time" metric to identify gaps in CI idle time and was adopted **Meta-wide** following XFN collaboration
- Devised a solution for enabling continuous testing of 3rd party apps on Jest E2E framework, previously blocked by test time constraints
  - Developed a Device State feature in TypeScript, leveraging Android Snapshotting to cache and reuse device states after OOBE setup
  - This solution cut test runtime by **70%**, saving **~185** weekly lab hours, unlocking 3rd party app continuous testing under Jest E2E
- Led full-cycle development of QFIL feature within Maui Product using Node.js, Python, and PHP for efficient device recovery
  - Streamlined firmware restoration with Qualcomm/Android APIs, significantly reducing latency and enhancing developer efficiency
  - Initially designed for the Oculus universe, QFIL is now supported for all Meta devices and has aided in device recovery **~10K** times
- Spearheaded Android/Kotlin development for Portal Device Accessibility, addressing critical need for ADA compliance
  - Enhanced accessibility for 4 production models by Q1 2021's branch cut, laying groundwork for further Android Accessibility API work

Proterra – Frontend Web Developer, *Burlingame, CA*   Nov 2020 – Dec 2020

- Deployed a jQuery-based component in the APEX 2020 portal to standardize product information using generated tooltips

Knowles Intelligent Audio – Engineering Intern, *Mountain View, CA*   Jun 2019 – Sep 2019

- Optimized Audio Parser with speedup of **1.3x** to then use in Chelsea Board Virtual Training with Data Collection over **2700 files**

Camp Galileo – STEM Camp Counselor, *Fremont, CA*   Jun 2018 – Aug 2018

- Taught and lead group of 30 kids (8-12) in STEM activities, building their engineering foundations for the future

PROJECTS

Dream Team Transfers – React, Python, PouchDB   Oct 2023 – Feb 2024

- Engineered a website for users to engage in a Soccer Transfer Window, facilitating the buying and selling of over **6000** player contracts
- Leveraged real-world player data to create an immersive marketplace, allowing users to easily select their lineup and build their squad

Twitter Search Engine – Angular, Spring, Node.js, Lucene, Twitter Dev API, Twitter 4j   Apr 2021 – Jun 2021

- Designed a search engine capable of efficiently searching across **~9 million** tweets addressing challenge of large-scale data handling
- Integrated Lucene index on data crawled by Twitter 4j to enhance search efficiency and accuracy, embedding results on Angular frontend

User Engagement Map – React, Node.js, MongoDB, Postman, Google Cloud APIs   Jul 2020 – Sep 2020

- Developed a web application capturing real time user engagement and plotting it using Google Cloud API for a wearable product
- Implemented secure user registration and data transmission, utilizing encryption and MongoDB for enhanced data safety

EDUCATION

B.S. in Computer Science – University of California, *Riverside, CA*   Aug 2016 – Jun 2020

3.76 GPA | Cum Laude | Chancellor's Honor List | 2x University Honors Excellence Scholarship | GBP Academic Scholarship