JESSE CHAND

ABOUT

Product designer and iOS developer with deep animation and interaction experience. I hope to make software more playful and expressive.

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(973) 873-8860

EDUCATION

University of Southern California
B.S. Computer Science & Game Design. GPA: 3.9

Los Angeles, CA

EXPERIENCE

Snapchat: Product Designer
Worked directly under CEO **Evan Spiegel** as a designer, rapid-prototyper and manager.

- **Multi Snap**: designed and managed a large-scale initiative to support editing and sending up to six Snaps simultaneously. Resulted in a **14% increase in Story posts**. More than half of all videos on Snapchat are now Multi Snaps.
- Designed and managed Creative Tools: **Paperclip Tool**, **Voice Filters**, and Crop Tool. Designed the in-app web browser and **Story Playlists**.
- Designed the **Profile screen** and My Story UI in the latest Snapchat redesign.
- Worked closely with research teams on experimental / upcoming AR products.
- Designed and built the **Pull-to-Refresh** animation in OpenGL.

Jul 2016 — Nov 2017
Los Angeles, CA

Facebook: Software Engineer Intern
Worked with the **Facebook Paper** team, pioneering state-of-the-art animations and interactions on iOS.

- Built the original interaction prototype of **Reactions**, the successor to the Like Button
- Implemented support for **animated GIF** uploading & rendering on Facebook iOS.
- Implemented the video player and additional UI components for Instant Articles.
- Architected and developed a high-performance iOS layout library. Deployed across Facebook Paper and Instant Articles.

Jun 2013 — Aug 2015
Menlo Park, CA
London, UK

Freelance iOS Developer

- Built iOS demo for **Scale API**, leading to investment by **Y Combinator** (S16).
- Lead developer & designer for iOS app **EnvoyNow**. Acquired by JoyRun in 2017.
- Led a team to develop iOS app **USC Eats** - the official dining hall app for USC.

Jan 2013 — May 2016
Los Angeles, CA

Arkadium: Game Design Intern

- Designed and prototyped social and casual games for Microsoft and Konami.

Sep 2011 — May 2012
New York, NY