

# Jesse Chand

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## About

I make expressive software. Expertise in mobile product design, Swift & Objective-C, animations, interactions, and prototyping.

## Experience

**Eleventh** (Y Combinator W19) — Founder (2018-2020)

Researched & developed software tools for remote work collaboration.

**Snapchat** — Product Designer (2016-2018)

Worked directly under CEO Evan Spiegel as a designer and product manager, leading multiple large-scale projects through completion.

- Developed tools to transform Snapchat from a camera to a rich creative editor — designed and prototyped [Multi Snap](#), [Paperclip Tool](#), [Voice Filters](#), [Lock Tool](#), [Crop Tool](#) & [Story Playlists](#).
- Worked closely with research teams on [experimental AR products](#). Product manager for initial launch for [AR games platform](#).
- Designed and engineered the app's signature [Pull to Refresh](#) animation in OpenGL and Objective-C.

**Facebook** — Software Engineer Intern (2013-2015)

Worked on the [Facebook Paper](#) team, pioneering the state-of-the-art for animations & interactions on mobile devices today.

- Built original prototype of [Reactions](#), successor to the Like Button.
- Implemented [animated GIF support](#) on Facebook for iOS.
- Architected a high-performance internal library for iOS UI layout.

**Arkadium** — Game Design Intern (2011-2012)

## Education

University of Southern California

B.S. Computer Science & Game Design. GPA 3.9