

# JESSE CHAND

## ABOUT

Multidisciplinary founder with deep product design and software engineering experience. Looking for a role that leverages both.

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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

### Eleventh (Y Combinator W19): Co-Founder

- Researched and developed software tools for remote work collaboration.

Apr 2018 — Jan 2020  
New York, NY

### Snapchat: Product Designer

Worked directly under CEO Evan Spiegel as a designer, prototyper and manager.

- Multi Snap: led design & development of a large-scale initiative to support editing & sending multiple Snaps at once. Increased Story posts by 14%.
- Led design & development of: Paperclip Tool, Voice Filters, Lock Tool, Crop Tool, Story Playlists and the web browser.
- Designed the Profile screen & My Story UI in the 2018 Snapchat redesign.
- Worked closely with research teams on experimental AR products.
- Designed & implemented the app's 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 original interaction demo of Reactions, the successor to the Like Button
- Implemented support for animated GIF uploading & rendering on Facebook iOS.
- Architected, developed and shipped a high-performance iOS layout library.
- Implemented the video player & additional UI components for Instant Articles.

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

### Freelance: Software Engineer

- Built original prototype for Scale AI, leading to investment by Y Combinator (S16)
- Lead developer & designer for iOS app EnvoyNow. Acquired by JoyRun in 2017.

Jan 2013 — May 2016  
Los Angeles, CA

### Arkadium: Game Design Intern

- Designed and prototyped social and casual videogames.

Sep 2011 — May 2012  
New York, NY