

Levi Villarreal

villarreallevi@gmail.com • github.com/leviv • leviv.cool

EXPERIENCE

- Figma, *Software Engineer*** October 2021 - Present
- Native team web engineer - working to improve Figma for mobile and tablet devices
 - Previously worked on a team of 3 engineers to create and launch the brand new Figma Android app (1M+ downloads)
 - Work across Typescript, Ruby, C++, Swift and Kotlin to optimize Figma's mobile experience
- UT Human-AI Interactions Lab, *Undergraduate Researcher*** August 2020 - June 2022
- Worked with Dr. Min Lee and graduate students to research and study equitable uses of AI
 - Ongoing project to design and develop a web-based AI tool for graduate school admissions
- Two Sigma Investments, *Software Engineering Intern*** May 2020 - August 2020
- Worked with the live trading environment team to automate compliance with SEC regulations
 - Used React and Jersey to design and develop a full-stack web app used by portfolio managers
- University of Texas Computer Science, *Teaching Assistant*** August 2018 - December 2019
- Led student discussion sections, held office hours and graded programming assignments for CS314 and CS303e
 - Worked with CS students and non-majors to strengthen understanding of computer science principles
- Google, *Software Engineering Intern*** May 2019 - August 2019
- Designed and implemented continuous end-to-end testing for the Firebase Performance JavaScript SDK
 - Used Puppeteer and Google Cloud Functions for automated continuous testing
 - Worked on the frontend team to rewrite the online console from AngularJS to Angular
- Adobe, *Software Engineering Intern*** May 2018 - August 2018
- Worked on the QE team to develop automated end-to-end tests using a PHP Selenium webdriver
 - Converted 36 Manual QA checks into automated functional tests to expedite regression testing

EDUCATION

- University of Texas at Austin, BS in Computer Science, Science Comm. Minor 3.96/4.0 GPA** May 2021
- Activities: International exchange program (KTH: Stockholm, Sweden), Hispanic Association of Computer Scientists professional development officer, ACM, Origami Circle officer, Rock Climbing Team

PROJECTS

- Touchy Feely, *Designer and Developer*** April 2020 - May 2020
- Designed, developed and studied an emotion-centered haptic iOS messaging app
- Button Hero, *Lead Developer*** March 2020 - April 2020
- Developed, tested and evaluated a Bela based physical musical instrument designed for disabled children
 - Created a scalable web-based version of the physical instrument
- MoodyHacks, *Lead Designer and Developer*** April 2018 - June 2018
- Planned, designed and developed a website for the first ever UT School of Journalism hackathon

AWARDS AND HONORS

- Lockheed Martin Management Association Scholarship November 2020
- University of Texas Unrestricted Endowed Presidential Award May 2020
- Robinhood Puzzle Hunt 1st Prize August 2019
- Hispanic Association of Computer Scientists Member of the Year December 2018

SKILLS

- Software Technologies** Java, Kotlin, C, HTML/CSS, PHP, JavaScript/TypeScript, SQL, Python, C++
- Git, Angular, React, Node.js, Flask, Firebase, WordPress, Selenium, x86 Architecture