Louis R. DeScioli

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Experience

Founder & CEO - Together, New York, NY · Jan 2024 - Present

Building a mixed reality collaboration app for Meta Quest and Apple Vision Pro with a focus on creators.

Staff Product Growth Engineer - Spatial, New York, NY · Aug 2022 - Dec 2023
- Co-lead for researching, identifying and executing product growth strategies and experiments with a primary focus on user retention.
- Data engineer and analyst. Created the company's data warehouse, and created and maintained many product dashboards, analyses, and models.
- Led the creation of the Spatial product experiment system, a full-stack, cross-platform feature flag system for running product tests and developing new features.
- Led a revamp of the Spatial Mobile application, as both product and engineering lead. Doubled the Spatial Mobile MAU in the first week post-launch.
- Conceived of and led the creation of the Discovery system. Created curation & experimentation tools that powered dynamic, cross-platform recommended content feeds.
- Led the creation of the push notification system and revamped all new user messaging, using the Customer.io platform.
- Managed 2 direct reports.
- Built many features and squashed many, many bugs in the Spatial VR, Mobile and Web applications.

Senior Software Engineer - Spatial, New York, NY · Jun 2021 - Jul 2022
- Architect of the React shell of the Spatial Web, Mobile, and VR applications. Designed and implemented a high-performance, cross-platform React application architecture that was ~95% faster than the architecture it replaced. I enabled 40x growth in the Spatial Web application in my first 4 months.
- Lead engineer for the Spatial Web platform. Designed, led, and implemented the migration of the Spatial Web application from a static "Jamstack" web application to a dynamic full-stack web application, using Next.js.
- Led the integration of the Webflow-built spatial.io website and app.spatial.io Spatial Web application. Designed a novel method for automatically merging the two sites at build-time to enable continued Webflow use.
- Architected the Spatial source code monorepo. Using Nx, built the workflows that power engineering for the Spatial web, mobile and VR applications, as well as over a dozen more internal applications and tools.
- Helped improve overall engineering quality and velocity across the team by starting a design docs process and catalyzing a trunk-based development team workflow.
- Built many features and squash many, many bugs in the Spatial VR, Mobile and Web applications.
- Mentored and developed ~10 junior UI engineers and interns.

UX Engineer - Google Lens, New York, NY · Jan 2020 - May 2021
- Led UX engineering for Google Lens for Web, integrating visual search capabilities across Google's web services.
- Wrote production UI and back-end C++ for Google Lens integrations into google.com.

Augmented Reality UX Engineer - Google Daydream, New York, NY · Apr 2018 - Jan 2020
- Designed and engineered the first augmented reality experiences in the YouTube mobile app as part of pilot projects with a major movie studio and mobile gaming brand in the summer of 2018.
- Led UX engineering for v1 of the AR Beauty Try-on format.
- Built the production implementation of the UI for the AR Beauty Try-on format.
- Designed and prototyped application concepts for passthrough and see-through augmented reality HMDs.
- Led UX engineering for an internal AR authoring tool.

Founder, Designer & Developer - Out Here Studio, Cambridge, MA · Jun 2017 - Present
- Designed and developed a 5-star iPhone and iPad augmented reality game using ARKit and Unity.
- Pioneered novel mobile mixed reality environment interaction design.

Senior Designer & UI Engineer - Sidekicks, Cambridge, MA · Sep 2016 - Jun 2017
- Designed, developed, and shipped a new, vastly improved version of the Sidekicks autism therapy desktop web application, written in JavaScript using React and Firebase.
- Overhauled the company's user interface design system.

Head of Sales and Strategy - Grove, Somerville, MA · Mar 2016 - Jun 2016
- Led the sales & marketing team to reach a $600K revenue goal that unlocked an investment tranche of $1.2M.
- Led fundamental customer discovery and market research.

Lead Software Engineer - Grove, Somerville, MA · Jan 2014 - Jun 2016
- Built the software design and engineering teams from the ground up; managed as many as 10 people when the teams were at their largest.
- Architected and implemented two generations of real-time Internet of Things systems, spanning embedded and server platforms, written in C++ and Node.js, respectively.
- Developed and shipped a native iOS application written in Swift for v2 of the Grove Ecosystem.
- Ran a successful Kickstarter campaign, selling 125+ units at over $3.3K each, securing over $410K in revenue.
- Designed, developed, and shipped a mobile web application written in JavaScript with React for v1 of the Grove Ecosystem.
- Developed and operated internal dashboards for tracking engagement metrics and communicating with customers.
- Designed the company's internal leadership and decision making framework.
- Designed and developed three generations of the company website.

Embedded Systems Engineering Intern - Vecna, Cambridge, MA · May 2013 - Aug 2013

Lab Assistant - 6.00 - Intro to CS and Programming, MIT · Aug 2012 - May 2013

Student Teacher - MIT China Education Technology Initiative, Dalian, Wuhan & Wuxi, China · May 2012 - Jul 2012

Research Assistant - Mediated Matter Group, MIT Media Lab · Sep 2011 - Dec 2011

Volunteer Experience

Lead Instructor - America on Tech, New York, NY · Aug 2020 - May 2021

Mentor - Pursuit, New York, NY · Jun 2020 - May 2021

Mentor - Reality Virtually Hackathon, Cambridge, MA · Jan 2019

Mentor - Resilient Coders, Boston, MA · Jun 2017 - Jan 2018

Mentor - NodeSchool Boston, Boston, MA · Sep 2016 - Oct 2017

Director - Technology Chapter Alumni Association, Boston, MA · Jul 2014 - Feb 2017

Mentor - HackMIT, Cambridge, MA · Aug 2015, Aug 2016

Co-organizer - Boston Urban Agriculture Meetup, Boston, MA · Jun 2015 - Jun 2016

Co-organizer - Boston Meteor Meetup, Boston, MA · Oct 2014 - Sep 2015

President - Delta Upsilon Technology Chapter, Boston, MA · Jul 2013 - Dec 2013

Vice President - MIT Interfraternity Council, Cambridge, MA · Oct 2011 - Oct 2012

Research Assistant - Dept. of Computer Science, USAFA · Aug 2010 - May 2011

Education

Massachusetts Institute of Technology · Jul 2011 - Jun 2014
Bachelor of Science in Electrical Engineering and Computer Science (6-2)
Concentration in Comparative Media Studies
Gordon Engineering Leadership Program
Undergraduate Practice Opportunities Program
Delta Upsilon & Theta Tau Fraternities

United States Air Force Academy · Jun 2009 - Jul 2011
Transferred to MIT after sophomore year
Studied Computer Engineering
CS-26 and CS-11
Cadet Orchestra - Cello
Blue Bards - Pit Orchestra - Cello
Ultimate Frisbee Club Team

Kingwood High School · Jul 2005 - May 2009
National Honor Society
Varsity Swimming
Varsity Track & Field - Pole vaulting
Chamber II Orchestra - Cello
Beta Club