

Louis R. DeScioli

www.descioli.com louis.descioli@gmail.com

Experience

Staff Software Engineer - Tennr , New York, NY	Jan 2025 - Present
Lead engineer at the next generational healthcare technology company, solving the patient pre-processing problem.	
Founder & CEO - Together Computing Co. , New York, NY	Jan 2024 - Jan 2025
<ul style="list-style-type: none">Founded a company to create mixed reality collaboration software focused on virtual command centers and mixed reality content creation.Developed and shipped a beta app for Apple Vision Pro and Meta Quest with my cofounder & CTO, Elliot Pjecha.Invented a novel cloud rendering system for infinite, persistent, and real-time virtual collaboration and content creation.Raised six figures in angel investment.Shelved the product due to market nascency.	
Staff Product Growth Engineer - Spatial , New York, NY	Aug 2022 - Dec 2023
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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 Honoring Society Varsity Swimming Varsity Track & Field - Pole vaulting Chamber II Orchestra - Cello Beta Club	