Michael Socha

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Technical Skills

Back-end development: C/C++, Java, Python, Scala, PHP/Hack, Thrift, ZooKeeper
Data storage and processing: MySQL, PostgreSQL, MongoDB, Hadoop, Spark, Hive, Kakfa
Front-end development: React, React Native, GraphQL, jQuery, Backbone.js, RequireJS, Swing
Mobile development:

- Android development with Java, Kotlin, RenderScript, OpenGL ES
- iOS development with Swift, Objective-C

Work Experience

Software Engineering Intern, Facebook   Seattle, WA, *Sep - Dec 2018*
- Worked as a full-stack developer on the Political Authenticity team's identity verification framework
- Developed a user-facing web wizard, internal tooling, and analytics dashboards for a new feature that let users very their identity using notary services
- Handled the notary project's cross-functional comms with design, content, and operations teams

Software Engineering Intern, Facebook   Menlo Park, CA, *Jan - Apr 2018*
- As a member of the Job Search team, added several React Native mobile surfaces to help page admins manage their job posts, including a new applications and upcoming interviews surface
- Built Hive data pipelines, a PHP API and a React Native mobile front-end to implement an insights dashboard that shows page admins key metrics for their job posts

Mobile Engineer - iOS, Wish   San Francisco, CA, *Apr - Aug 2017*
- Participated in a complete rewrite of Wish's iOS e-commerce app from Objective-C to Swift
- Implemented the new app's networking layer, including API services, login, and session management
- Built several user-facing features of the app, including product details and merchant profile pages

Mobile Engineer, Wish   San Francisco, CA, *Aug - Dec 2016*
- Implemented features across Wish's mobile and web e-commerce clients, with results including an increase of over 4% in annual order volume and a doubling of product shares to social media
- Revamped fraud detection algorithms to analyze different criteria for high-value users, preventing thousands of false positive detections per month

Software Developer - Android, Rave (formerly WeMesh)   Waterloo, ON, *Jan - Apr 2016*
- Expanded Rave's distributed video synchronization client on Android to support video streaming from three additional content sources (Dropbox, Google Drive, Google Photos)
- Applied OpenGL ES to implement video filters, including blurring and letterbox cropping

Application Developer, Kenna   Mississauga, ON, *May - Aug 2015*
- Implemented ad hoc data queries for custom data extraction and analysis using MS SQL

Technical Projects

Sana Mobile, *Nov 2017 - April 2019*
- Contributed to v.2 release of an open-source mHealth platform for the MIT-based organization Sana

Political Districting System, *Apr - Aug 2018*
- Built an AI system that applies genetic and tabu metaheuristics to automate political districting

Education

Bachelor of Software Engineering, University of Waterloo, *2014 - 2019*
- **Cumulative average:** 92.2%
- **Activities:** Math and Engineering TA, Aquaponics Design Team