

Michael Socha

4A Software Engineering, University of Waterloo

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Technical Skills

- Mobile, backend, and full-stack development experience with the following technologies:

Languages: C/C++, Java, Python, JavaScript, SQL, GraphQL, Scala, PHP/Hack, Swift, Objective-C

Platforms & Tools: Android, iOS, MySQL, Hadoop, Hive, MongoDB, Linux, Git, MATLAB

Libraries: React, React Native, jQuery, Backbone.js, RequireJS, OpenGL ES, RenderScript, Swing

Work Terms

Software Engineering Intern, Facebook Inc.

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 showing page admins key metrics for their job posts
- Integrated React-based web job application flow with a feature allowing users to build resumes

Mobile Engineer - iOS, Wish Inc.

San Francisco, CA, *Apr – Aug 2017*

- Participated in a complete rewrite of Wish's iOS e-commerce app from Objective-C to Swift
- Implemented app's networking layer, including API services, login, and session management
- Transitioned UI from static frame-based approach to Auto Layout, and built core reusable views
- Built several user-facing features of the app, including the product details page and profile pages

Mobile Engineer, Wish Inc.

San Francisco, CA, *Aug – Dec 2016*

- As a developer for a large-scale mobile-centric e-commerce platform, contributed to Wish's mobile clients (Android, iOS), web (Backbone.js, jQuery), and backend (Python with MongoDB)
- Implemented experimental features across Wish's mobile and web 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, WeMesh Inc.

Waterloo, ON, *Jan – Apr 2016*

- Expanded WeMesh'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
- Overhauled the UI of several key screens, including the app's lobby and video feed

Application Developer, Kenna Inc.

Mississauga, ON, *May – Aug 2015*

- As a full stack web developer, applied JavaScript with jQuery, HTML, CSS, and MS SQL to implement new features, performance improvements, and bug fixes on enterprise websites
- Implemented ad hoc data queries for custom data extraction and analysis using MS SQL

Extracurricular Experience

Sana PCHR, Nov 2017 – present

- Contributing to a v.2 release for an open-source patient-controlled health record (PCHR) for Sana, which is an MIT-based organization focused on improving global health

KIREA Admin Portal, Aug 2014 – Feb 2017

- Designed, implemented and maintained a PHP and MySQL web portal for administrators of a charity to manage donors, automatically generate and email receipts, and analyze donation trends

Technical Projects

Image Filters - Published Android app for image editing with RenderScript-based kernels

Parsing Tools - Java library of tokenization and parsing tools (max munch scanner, CYK parser, etc.)