Michael Feldstein

Multidisciplinary engineer with design and product understanding

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github.com/msfeldstein

EXPERIENCE

Facebook, Menlo Park — *Staff Engineer*

July 2016-Present

Prototyping and engineering on creative social VR experiences
Designed and launched the 3D Photo and 3D Post formats on all platforms
Participated in the Khronos working group for the glTF format
encouraging an open and interoperable 3D ecosystem
Specialized in graphics and GPU work on FB Camera Stack

Eyegroove (acq by Facebook) San Francisco — *Eng Lead*

March 2015 - July 2016

Led engineering through acquisition to Facebook
Built key technologies including our cross platform video effect format
Built core iOS client and backend code, maintained AWS deployments

Canopy.co, San Francisco — *Founder*

Jan 2014 - Present

Technical founder of the company
Built out the website, API, and iOS app
Integrated with all of Amazon's services and managed the deployments
Transitioned to self-sustaining product

Google, Mountain View — *Software Engineer and Prototyper*

2009 - 2014

First front-end engineer on Chrome for Android
Engineering on the Android Design Team building prototyping tools
Worked on early prototypes for Android Wear, TV, and System UI

Palm Inc, Sunnyvale — *Software Engineer*

2007 - 2009

Core App development for the new webOS operating system

EDUCATION

University of Illinois, Champaign— *BS / Computer Eng*

2003-2007

SKILLS

App development with an eye for design and usability

Gpu Programming

Building and using prototyping tools

Backend API design, implementation, and deployment

Side Projects

Chrome Media Keys
Sway.fm
An extension to integrate with dozens of online music players to enable the hardware media keys

interactiveshaderformat.com
An online editor and community for people to build visual effects and compositions for live performances

LANGUAGES

Node.js, Swift, Objective-C/C++, Java, JavaScript, et al