Sameer Chitley

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https://rageandqq.github.io

SKILLS

RECENT LANGUAGES
JavaScript • GraphQL • Hack

OTHER LANGUAGES
C# • C++ • Python
Java • SQL • HTML/CSS

FRAMEWORKS & TOOLS
React • Relay • LaTeX
Vim • Git • Mercurial • VSCode

EDUCATION

UNIVERSITY OF WATERLOO
Bachelor of
Software Engineering
2018 | Waterloo ON, Canada
Graduation Dean's Honours List
Graduation With Distinction
6x Term Dean's Honours List

LEADERSHIP

- Recurring role of **Intern Director**, supporting 17+ Intern Managers and **conducting performance calibrations**
- **Oncall lead** on various teams, scheduling shifts, organizing lookbacks and developing operational runbooks to ensure SLA policy compliance
- **Technical mentor** for junior engineers providing architectural deep dives, code reviews and **career development guidance**
- Organizer for **annual internal UI engineering conference** with 100+ attendees
- Conducted **80+ coding interviews** and provided thorough feedback compared to evaluation criteria

LINKS

GitHub: // rageandqq
LinkedIn: // sameerchitley
StackOverflow: // rageandqq

EXPERIENCE

I'm a Brooklyn, NY based software engineer with 9+ years of industry experience specializing in front-end and web technologies.

META PLATFORMS INC. (REALITY LABS)
Front End Engineer, New Privacy Experiences
August 2023 - Present | New York, NY

- **Tech Lead** for engineering team creating **immersive experience editing platform** to rapidly iterate and deploy **privacy-centric educational content**
- **Pioneered implementation** for editing **3D experiences in 2D web-based internal tool** using Babylon.js rendering engine, including **synchronized animation and playback timing systems**
- Facilitated **cross-functional collaboration** across various teams and external vendors to **deploy introductory experiences** to VR customers
- Built **live captioning** in **Horizon Worlds** across VR and 2D surfaces, driving increases in traffic and ensuring **compliance with enhanced accessibility requirements**
- Designed multi-source and **thread-safe queue management system** for collecting and rendering audio transcriptions **enabling streaming on-screen captions updates**

META PLATFORMS INC. (INSTAGRAM)
Front End Engineer, Design Systems & Instagram Reels
January 2022 - July 2023 | New York, NY

- Maintained and owned key components of **Keyframes animation rendering pipeline**, used to **serve animation assets to two billion users**
- Led migration of **Keyframes v2 to v3**, resulting in **40% file size reduction** of delivered assets, improving **rendering performance**, code legibility, and reusability
- Owned and led various **UX and performance improvements** for **Reels Web surface**, improving **speed, consistency, and user experience**

META PLATFORMS INC. (FACEBOOK)
Front End Engineer, Live Video
August 2018 - December 2021 | New York, NY

- Designed and **built the MVP** with various cross-functional partners, and globally launched **Live Producer**, powering **half a million daily broadcasts** and hundreds of millions of daily watch hours
- Advocated for and implemented ground-up rewrite to **increase startup speed and loading performance**, improved **platform reliability**, and **implemented a new design system** as part of the Facebook.com rewrite
- Sprinted during the height of **COVID-19 lockdowns**, adding new capabilities such as **Scheduled Live management, Comment Moderation, and Dial-In Toll-Free Broadcasts**
- Architected **best practices and contribution guidelines**, enabling **20+ partner teams** to rapidly build features such as **Monetization, Boosting, Graphic Overlays, and Polling**

2+ YEARS OF INTERNSHIPS
Front End Engineer Intern, Full Stack Engineer Intern
2014 - 2018 | Various Locations

- **24 months cumulative experience** at companies including **Block, Meta, Yelp**
- Shipped **projects to varying customer categories**, including internal employees, third-party partners, and **small-to-medium businesses**