Mocy Sheng

Software Designer

Summary

A lava shadow as I
A black elf
with bright eyes

Contact

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Languages

English, Chinese
Swift ♥
TypeScript & React
Java & Kotlin & Android
Python
C, Ruby, LaTeX

Interests

Philosophy
Design
Build

Experience

2024 — Now   **Apple** *– Senior Software Engineer*   Sunnyvale, CA

Apple Vision Pro
- Attestation service: Built a cryptography-backed data attestation service using Swift-based full-stack from iOS to Apple Cloud. Implemented end-to-end encryption and zero-knowledge proofs for privacy-preserving verification.
- Computer Vision Machine Learning Model: Built a computer vision ML model using PyTorch to generate optimized ML models for AR/VR applications. Processed 1TB+ training datasets using distributed Python pipelines. Replaced hours of training time with milliseconds of inferencing time.

2022 — 2024   **Narya AI** *– Head of Engineering / Founding Engineer*   Palo Alto, CA

Narya.ai is a no-code platform for testing and securing EVM-based smart contracts, built with TypeScript, React, and Next.js, fully supporting Solidity.

Owned the entire product development from scratch to production, including software, machine learning, product, and UI.

Led a team of 5, including full-stack engineers, ML engineers, and designers.
- Built a proprietary fuzzing engine in Rust to find smart contract bugs, which are traditionally reviewed manually by human auditors. Our engine runs faster and finds more bugs than competitors like Foundry or Echidna.
- Implemented code generation using LLM and Python pipeline to create interaction flows with Solidity quickly.
- For NFT projects, the system generates complete test suites within 10-30 minutes, reducing engineering time from days to minutes.

Meson.fi is a platform that enables users to swap stablecoins across 70+ different chains in minutes rather than hours. We helped them develop and launch the first public version. See https://meson.fi.

Led a team of 4, including engineers and designers.
- Web UI: Built a website using React, allowing users to interact with the protocol directly with their crypto wallets, and monitoring their transactions.
- Liquidity Provider Service: Built a high reliability, low latency, non-blocking backend service using TypeScript and Node.js. It monitors on-chain transactions and settles swapping requests.

2015 — 2022 **Google** – *Senior Software Engineer*   Mountain View, CA / Austin, TX

Android Google Play Services runs on 2B+ Android devices and has 100+ module teams contributing to it.

- Reworked Android components virtualization using Java code generation and annotation processing. Reduced maintenance overhead for 100+ module teams by enabling latest AndroidX usage with backward compatibility to the container app.
- Led and coordinated multiple teams across different PAs to safely enable Kotlin for all teams contributing to the app.

Family Link provides parental supervision for Google accounts, serving millions of actively supervised Android devices. See https://g.co/familylink.

Led a team of 4 engineers and was responsible for all parental supervision features on millions of kids' Android devices.

- Reworked the rule-based Time Limit feature, the most critical and complex feature. This effort reduced negative user feedback by 90%.
- Developed a policy-based framework to improve reliability. Defined and built all logging and metrics for all major features. Enabled feature-flag based A/B testing and quick debugging for all feature and APK releases.
- Defined APK and feature release processes and policies with automated enforcement. Maintained compatibility for the app to run on all OS and the container app released in the past 10 years.
- Organized regular tech talks among large teams on how to work in the stack.

2014 Summer **Twitter Ads** – *Software Engineer Intern*   San Francisco, CA

Full-stack development using Ruby on Rails backend and Backbone.js frontend.

- Tweet Preview: Built promoted tweet preview feature for advertisers.
- Performance profiling and optimization, improving Campaign Form page load time by 7% at P99.

2011 — 2013 **GitCafe** – *Full-stack Developer and System Administrator*   Shanghai, China

Full-stack development using Ruby on Rails.

- Designed and implemented the main Git hosting service, including Git servers, Wiki, Pages, Pull Requests, notifications, and account/billing management.
- Built the metrics system and optimized the page loading time with proper caching strategies.

Toys

Idid.Im	**I did, therefore I am**	JavaScript/React
	An app that helps to organize your life and to make it meaningful.	
	Web: https://idid.im	
Monkey Tree	**Fix phonetic names for Chinese contacts for sorting**	Java/Android
	A 4.8/5 stars app on PlayStore. Users love it.	
	Android: market://details?id=me.ranmocy.monkeytree	
	Source: https://github.com/ranmocy/MonkeyTree	
SparkDriverLess	**A driver-less version of mini Spark**	Python
	Source: https://github.com/ranmocy/SparkDriverLess	
Web-Stub	**Generates JSDoc and JavaScript stub from WebIDL**	JavaScript
	For IDE auto-completion and type checking.	
	Source: https://github.com/ranmocy/web-stub	
rCaltrain	**A Caltrain scheduler**	JavaScript/Android/iOS
	Web: https://github.com/ranmocy/rCaltrain	
Guard-Rails	**Watch on your Rails and restart it as needed with Guard**	Ruby
	Maintainer: https://github.com/ranmocy/guard-rails	

Education

2013 — 2015	**Master** of Computer Science	University of San Francisco
	GPA: 3.95/4.0: Algorithms, Artificial Intelligence, Theory of Computation	
2009 — 2013	**Bachelor** of Mechanical Engineering	Shanghai Jiao Tong University
	Mechanical Design	

Awards

2008	**NOIP 2008**	China Computer Federation
	First Prize of National Olympiad in Informatics in Provinces	
2007	**NOIP 2007**	China Computer Federation
	First Prize of National Olympiad in Informatics in Provinces	
2006	**NOIP 2006**	China Computer Federation
	First Prize of National Olympiad in Informatics in Provinces	