

# RICARD GASCONS

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**Uber** Seattle, Washington

Sep. 2022 - Present

*Software Engineer II*

- Lead the development and architecture of Unified UI: A standard UI model library used to increase development velocity by >300%. Over 20 Uber apps are written in Unified UI, and several teams contribute to the library's development
- Migrate the entire Unified UI platform from FlowJS to Typescript. This effort increased developer velocity from an average of 4 to 6 PRs a week
- Contribute to the release a component library based on Unified UI called Bond UI. The library hosts 14 components, with over 20,000 lines of code contributed to it
- Design, implement, and release a CLI tool to automate the creation of components within the Unified UI platform, akin to *create-react-app* or *npm create vite*
- Mentor several engineers in our team, help establish their career paths and grow their career
- Agile lead, sprint planning, sprint grooming, daily scrum meeting, sprint retrospective, sprint demo sessions

**Microsoft** Redmond, Washington

Sep. 2017 - Jul. 2022

*Software Engineer II*

- Implement *React* user flows geared towards driving up enterprise engagement to Office 365 Products that increased subscriptions by 5%, generated \$750k in additional monthly revenue, and improved overall reliability from 99.8% to 99.93%
- Identify and implement new payment options for international markets in *ASP.NET*, such as AliPay and SEPA which led to a 5% overall increase of monthly subscriptions
- Improve customer satisfaction of the Office platform by 15% by expanding and maintaining the Office Translator in *React* for Word, PowerPoint, Excel, and OneNote which allows 4 million daily users to work in a more inclusive manner
- Identify and resolve gaps in reporting to track product performance and build an automated *SQL* workflow to generate daily metrics which were used to drive enhancements in the product's data pipeline which improved SLAs by 10%
- Lead a team of 6 people to organize the company-wide hackathon in Dublin to create an engaging event that promoted out of the box thinking and innovation that consisted of over 240 hackers, 59 projects and had over 319,000 impressions across social media
- Mentor new teammates and ensure they have a world-class onboarding experience by providing personal and professional advice including reviewing their code, answering any technical questions, being a positive role model and leading by example

**Google Summer of Code 2016: Gnome foundation** Remote

May 2016 - August 2016

*Developer* Gnome-Games project

- Successfully increased number of supported emulators from 21 to 24, offering support to more than 1500 games from various gaming platforms
- Engineered support of multi-disc games, as part of the GSoC proposal

**HackUPC** Barcelona, Spain

Nov. 2015 - 2017

*Director* UPC-BarcelonaTech Student Hackathon

- Managed the logistics of the first edition, with 400 hackers on board
- Led a team of 15 people for the second edition, which brought 500 hackers from more than 20 different countries

## EDUCATION

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**UPC BarcelonaTech**, Barcelona

2013 - 2017

*B.S. in Computer Science, expected May 2017*

## SIDE PROJECTS

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- **MiniBlockchain** Created a toy blockchain of a single node-wallet connection on a .NET backend
- **Smart AC** Home AC system that opens/closes vents depending on the temperature of the room
- **C minus minus** Run C++ programs directly in your browser, without the need of a server

## PROGRAMMING LANGUAGES AND FRAMEWORKS

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- Comfortable: TypeScript, React, ASP.NET, C#, SQL
- Familiar: Angular, Java, Python, C++

## MISCELLANEOUS

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- GitHub: <https://github.com/rgascons>