Stephen **Luc**

Software Engineer

stephenluc96@gmail.com | stephenluc.github.io | stephenluc | stephen-luc

Skills

Technologies Node.js, MongoDB, AWS, Docker, Terrraform, ReactJS, AOSP, GraphQL, PostgreSQL

Languages JavaScript, Python, Erlang, Java, C++, SQL

Work Experience

Method

New York, NY

Senior Software Engineer — *2023 - Present*

- Led the redesign of public-facing API endpoints and effort to migrate all our clients over to the new version which enables clients to request more granular resources
- Led the development of an in-house payment service, integrating multiple payment rails to process over $42M monthly, ensuring high availability and scalability
- Led the implementation of adding in automated e2e tests, driving API correctness and increasing test coverage from 0% to 100%, significantly improving system reliability and development efficiency
- Proactively engaged with customers to address questions, prioritize feature requests, and resolve bug fixes, ensuring timely and effective solutions

Meta

San Francisco, CA

Software Engineer, WhatsApp Calling Infrastructure — *2021 - 2023*

- Built WhatsApp call links which creates reusable links for group calls in WhatsApp with 400K+ daily active users
- Led the effort to detect and terminate calls that were seen as ongoing but have no connected participants
  - Created a database crawler in Erlang that processes millions of records per day
  - Reduced user complaint tickets by 90% which improves users' experience
- Led the development across 4 teams to enable administrative controls in group calls to prevent bad actors from negatively influencing a call
  - Designed and developed APIs in Erlang for client facing teams to set call admins and for those admins to be able to remove unwanted participants from the call

Software Engineer, Oculus XROS Dev Services — *2019 - 2021*

- Led the development across 3 teams to allow Oculus VR headsets to download and play AAA games (60GB+)
  - Reduced all apps' install memory footprint by 50% by redesigning the App Installer Java service to download and install individual chunks of the app at a time
  - Enabled apps to be playable at least 20% faster by prioritizing required assets first then asynchronously downloading optional assets/content seen later in playthrough after
- Reduced the OS Updater service memory footprint in Oculus headsets by 98%
  - Enabled more play time in Oculus by removing the blocking function call to update the OS and removing the persistent cache for the update
- Designed and built a microservice in C++ to log telemetry for all system services on Meta wearable devices which is used for data analytics and developer debugging

Software Engineer Intern, Internal Tools — *2018 - 2018*

- Designed and built a high level project overview as part of the internal tasks tool, which is used by all 70,000+ employees within the company
  - Designed and built a dashboarding tool to track the progress of projects by showing the tasks completed and their completion rate which is used in 5000+ projects in the company
  - Designed and built with ReactJS and React Native to bring the dashboard to multiple platforms which increased productivity of all employees by 40%

Zanbato

Mountain View, CA

Data Engineer Intern — *2017 - 2017*

- Created a Python web crawler to extract financial business data and investment allocations of over 500 institutions saving 250+ hours of manual scraping
- Analyzed all the institutions' investment allocation trends leading to 25 institutions being recommended to the business and operations team, resulting in an increase to the number of institutions using the platform by 70%
- Built several stock charts and comparison charts which allows investors to more easily follow the state of private market investments

Education

University of Toronto

Toronto, Canada

HBSc. Computer Science, Software Engineering Specialist — *2019*