

Industry Experience _____

Facebook - Spatial AI: WorldXR

Jan. 2019 - Present

SOFTWARE ENGINEER

Seattle, Washington

- · Designed, built, and tested framework for accelerating release of computer vision algorithms for mobile and VR devices
 - Integrated algorithms of both machine-learning (ex. body tracking) and classical (ex. feature point plane fitting) techniques
- Improved systems for client/server image-based relocalization with Facebook Reality Lab's LiveMaps system
- · Saved 300KB (iOS) and 70 KB (Android) of Facebook app binary size by reducing footprint of computer vision components
- Built UX flow for collection of user generated data of computer vision algorithm generated geometry information
 - Lead team including 2 designers; took project to user study + improved initial proposals based on feedback

Facebook - Computational Photography

Jan. 2017 - Dec 2018 Seattle, Washington

SOFTWARE ENGINEER

- Spearheaded direction for initial release of "Augmented Reality Birthdays" experience in Facebook app
- · Lead project exploring at-home, multi-player, persistent use cases with relocalization based on SLAM maps
- · Integration of puppetteering of static and live faces based on prerecorded video; Shipped public effect with 3rd party IP partner
- Investigated initial approaches for gaze correction in mobile video conferencing
- Built pipelines for keypoint based facial deformations

Facebook - Business Integrity

June. 2015 - Dec 2016

SOFTWARE ENGINEER

Seattle, Washington

- Extended Haskell-based clustering systems for automated detection of malicious ads
- Built machine learning classifier to detect artificial boosting of 'like' signals
- Oncall for monitoring of abuse across Facebook Platform APIs

Microsoft - Windows Phone CXE

Jun 2014 - Sep 2014

SOFTWARE ENGINEER INTERN

Redmond, Washington

- Designed, implemented, and tested BTLE Explorer, an application using the Bluetooth Low Energy API of Windows Phone. (Sample application published online as part of official Microsoft documentation.)
- Added power charge monitoring to internal Windows Phone status tracking tool.

Education

California Institute of Technology

Sept 2011 - June 2015

B.S. IN COMPUTER SCIENCE with Honors

Pasadena, California

Publications

- [1] M. Chen, D. Xin, and D. Woods, "Parallel Computation Using Active Self-assembly" DNA19: The 19th International Conference on DNA Computing and Molecular Programming. Sept. 2013. Springer LNCS 8141, pages 16-30.
 - Journal version: [2] M. Chen, D. Xin, and D. Woods, "Parallel Computation Using Active Self-assembly" Natural Computing, 14(2):225-250. 2015.

Research Experience

Summer Undergraduate Research Fellowship

Jun 2012 - Jun 2014 Pasadena, California

RESEARCHER, DNA AND NATURAL COMPUTING LAB @ CALTECH

• Worked on project titled "Nubots: A Study of Motion in Computation" (see *Publications* and *Awards* sections)

• Also worked on projects related to the Collatz Conjecture and Two-Counter Machines

Awards

Zuck Demo, SeaHack 11; project: hardware for persistent, multi-player augmented reality 2017 • Lead team of 3: came up with idea, did implementation, chosen for CEO demo

Facebook

2013 Best Student Paper Award, 19th Int'l Conf. on DNA Computing and Molecular Programming; for [1]

ASU

Semifinalist, Perpall Speaking Competition; for "Nubots" project 2012

Caltech



Mentorship - Facebook

INTERN DIRECTOR

Winter 2017, Summer 2018, 2019, 2020

- Supported cohorts of 8-13 intern managers in skills for project scoping, mentorship, and calibration against Facebook expectations
- · Conducted interventions for struggling interns; navigated communications with recruiting, team managers, and relevant peers
- · Aided intern managers operating in unique situations (ex. software engineering interns in FAIR, underrepresented minorities)
- · Cohort intern return offer rates consistently higher than that of intern director average

Intern Manager Summer 2016, 2017, 2019

- · Guided interns through 12-16 week projects, providing background-appropriate scoping, skills growth, and mentorship
- Projects: "Android integration of multiplayer persistent relocalization", "multi-user facial deformations", "cluster and machine learning based malicious URL classification". Multiple return offers; all interns underrepresented minorities.

ASSORTED OTHER MENTORSHIP Various

- · Lean INtern Mentorship circle leader Provided extra support for groups of 3-5 female interns through the intern process
- · Provided mentorship to other individuals within software engineering.

Interviewing - Facebook

DEBRIEF + LOOP APPROVAL - GREATER SEATTLE AREA

Fall 2018 - Present

- · Reviewed packets (interview performance, resume, and referrals) of candidates; made decisions on sending to final candidate review
- · Made bring-to-onsite, leveling, and architecture interview type decisions for post-technical screen candidates
- Provided guidance to interviewers on areas of improvement
- Educated recruiters on calibration of Facebook technical interview types

Interview Training Fall 2018 - Present

- · Gave training class for career/experiences interview (1 of 3 individuals trained to do so in Seattle office)
- · Reverse shadower: Observed in-training interviewers, gave feedback on conduct, and made suggestions for continued interviewing

Interviewer Fall 2017 - Presen

• Conducted over 200 interviews: 100+ Career/Experiences (~10 with PhD focus), ~80 Technical Coding, ~20 Architectural/Design

Skills

Programming Bash, C/C++, Hack, Haskell, Java, Perl, PHP, Python, x86 Assembly

Operating Systems
Linux (Ubuntu), MacOS, Windows
Visual Design Software
Inkscape, GIMP, Adobe Photoshop
Mathematics Software
Mathematica, Matlab, Latex (typesetting)

Other_

- Runner of marathons, half-marathons, and other distances. On track to hit goal of 1250 miles for 2019.
- Holder of PADI Advanced Open Water Scuba diving certificate. Ask about trips to Cuba and the Cook Islands. :)
- Full member of the Caltech undergraduate dorm **Blacker Hovse**; house historian.
- Competative puzzle solver: 3x top-3 team finishes in Palintir Puzzlehunt; participant MIT Mystery Hunt + other puzzle hunts
- Player of the piano, flute, ukulele, and guitar.