

Stephen Luc

SOFTWARE ENGINEER

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Skills

Technologies Node.js, MongoDB, AWS, Docker, Terraform, ReactJS

Languages JavaScript, Python, Erlang, Java

Work Experience

Method

New York, NY

SENIOR SOFTWARE ENGINEER

Sept 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 \$100M monthly, ensuring high availability and scalability
- Built the first [e2e payment tracker capability](#) allowing end users to track their money from payment creation to when it's landed and reflected in their destination all in one platform
- Built the internal ledger and reconciliation platform for Method's Payment Service enabling accounting and finance teams to track all funds flowing through the system
- 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
- Acted as the hiring manager for the engineering recruiting pipeline and revamped the hiring process, streamlining candidate evaluations and ultimately doubling the engineering headcount
- Collaborated with sales and CSMs to roadmap tools and demos, ensuring their teams were equipped for success in client engagements

Meta

San Francisco, CA

SOFTWARE ENGINEER, WHATSAPP CALLING INFRASTRUCTURE

July 2021 - Jan 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
- Led the effort to reduce oncall experience by reducing noise and resolving long lasting issues ultimately decreasing oncall weekly workload from by 50%

SOFTWARE ENGINEER, OCULUS XROS DEV SERVICES

July 2019 - June 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

Education

University of Toronto

Toronto, Canada

HBCS. COMPUTER SCIENCE, SOFTWARE ENGINEERING SPECIALIST

2019