

ALVIN PORTILLO

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EXPERIENCE

Niantic (8th Wall)

Remote

Staff Software Engineer (Full Stack)

Feb. '22 - Present

- Led the 8th Wall Growth team as the Tech Lead Manager, overseeing 4 engineers across several initiatives and projects.
- Internationalized 8th Wall for global markets by defining efficient engineering processes for string translations, and collaborating with product managers and translators.
- Architected and drove a cross-functional initiative to migrate 8th Wall's login system to Niantic Identity, by collaborating closely with design, product, security, and identity teams to ensure seamless data migrations.

Block (Square)

Remote

Software Engineer L6 (Full Stack)

Jun. '21 - Feb. '22

- Designed the architecture for rendering product webpages with TypeScript and Svelte built on Square's CMS.

8th Wall

Palo Alto, CA

Staff Software Engineer (Full Stack)

Dec. '20 - Jun. '21

- Created a build management console, which allowed for streamlined rollouts of new releases of the 8th Wall platform.
- Organized and led the release team which manages weekly releases for the 8th Wall platform.
- Gave multiple company-wide tech talks, covering topics like Redux, release management, and billing.

Lead Software Engineer (Full Stack)

Jul. '18 - Dec. '20

- Designed and implemented a commercial license billing system, which helped grow revenue year-over-year.
- Established an onboarding program for new employees, and an intern program for summer interns.

Software Engineer IV (Mobile)

May '17 - Jul. '18

- Built a camera framework using Android Camera2, ARCore, and ARKit to ship 8th Wall XR for Unity.
- Implemented a hit-test API for 8th Wall's custom augmented reality engine on Android and iOS.
- Built an analytics framework to track performance and usage, which helped identify regressions and develop roadmaps.

Facebook

Menlo Park

Software Engineer E4 (Android)

Dec. '15 - May '17

- Led the team which added emoji on Android Messenger by modularizing code shared across all Android Facebook apps.
- Built a media picker which allowed hundreds of millions of users to send locally stored media through Messenger.

Software Engineer E3 (Android)

Apr. '15 - Dec. '15

- Implemented disappearing messages to allow users to send messages with expiration times. (Patent US9906480B2)
- Designed and conducted numerous product experiments on hundreds of millions of users.

Software Engineer Intern (Android)

Jun. '14 - Sep. '14

- Worked on a team of three to implement payments through Android Messenger.

SKILLS

Languages: JavaScript, TypeScript, HTML, CSS, Java, Kotlin, C++

Web: React, Redux, NodeJS, Express.js, Webpack, Babel, Stripe, Mocha, Sinon.JS, Chai.js, Jenkins

AWS: CloudFront, CloudWatch, Cognito, Elastic Beanstalk, Lambda, RDS, Route53, S3

Mobile: Android, JNI, ARCore, Bazel, BUCK, Unity

EDUCATION

University of California, San Diego

GPA 3.7

B.S. Computer Science

Dec. '14