Stefan **Pleava**

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WORK EXPERIENCE

Meta – Software Engineer, San Francisco, CA   *Sept 2019 – Present*

- Led the **Instagram** Video Calling team to greatly exceed our **topline engagement** goals of 1% US Talk Time by shipping multiple incall features that improved perceived quality such as mute detection
- Collaborated with cross functional partners to brainstorm, plan, size, and scope out future work
- Created onboarding plans, ramp up tasks, team wikis, and spoke with numerous candidates in order to **hire 4 new engineers** to the team from Meta's internal Bootcamp process
- Presented a talk on 'Snapshot Testing to Increase Development Velocity' at Virtual Mobile Dev Summit
- Championed **'Better Engineering'** across the org by sharing individuals efforts in a monthly post, tracking progress on goals, and organizing a week long fixathon with 100% team level participation
- Wrote code **across the stack**, from writing/modifying GraphQL APIs to consuming them in order to build UI for the Instagram Rooms tab surface and the **Messenger Stories / Active Now tabs** on iOS
- Reviewed, identified, and helped fix numerous experiment setup and data analysis issues
- Created and **presented training materials org-wide on experimentation** best practices in order to train other experimentation tech leads and help spread knowledge on data-driven decision making

Google – SWE Intern, Mountain View, CA   *June 2018 – Sept 2018*

- Worked with the Wear connectivity team and Wear iOS companion team across multiple time zones to develop features, refactor code, identify and fix critical bugs
- Shipped a key piece of **connectivity infrastructure** between Wear OS watches and the Wear iOS companion app that sends RPCs over BLE using Obj-C blocks, protocol buffers and **code generation**
- Committed **over 3200** lines of Objective C code with ~95% unit test coverage

Cover – Social Capital Fellow, San Francisco, CA   *Sept 2017 – Dec 2017*

- Integrated the **Plaid SDK** in order to accept payments via ACH to **increase premium margins by 30%**
- Built an E2E flow for purchasing device insurance with dynamic copy for A/B testing and deep links

Tinder – iOS Platform Engineering Intern, Los Angeles, CA   *Jan 2017 – May 2017*

- Improved the quality of the iOS app by introducing tooling for static code analysis, lowering crash rates, and expanding unit test coverage resulting in an increase of all quality metrics
- Automated the release localization (**L10N**) process saving **hundreds of engineering hours per year**

Yahoo – iOS Engineering Intern, Sunnyvale, CA   *Apr 2016 – Sept 2016*

- Developed a feature for local event discovery for a chat bot from the user research phase to beta
- Built modular UI components that powered interactive messaging experiences for Yahoo Bots

EDUCATION

University of Waterloo, B.A.S, Systems Design Engineering   *Sept 2014 – May 2019*

Last Updated: 17 Apr 2022