

# Levi Villarreal

villarreallevi@gmail.com · github.com/leviv · leviv.me

## EXPERIENCE

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- Figma**, *Software Engineer* October 2021 - Present
- Native team web engineer - working to improve Figma for mobile and tablet devices
  - Previously worked on a team of 3 engineers to create and launch the brand new Figma Android app (1M+ downloads)
  - Work across Typescript, Ruby, C++, Swift and Kotlin to optimize Figmas mobile experience
- UT Human-AI Interactions Lab**, *Undergraduate Researcher* August 2020 - June 2022
- Worked with Dr. Min Lee and graduate students to research and study equitable uses of AI
  - Ongoing project to design and develop a web-based AI tool for graduate school admissions
- Two Sigma Investments**, *Software Engineering Intern* May 2020 - August 2020
- Worked with the live trading environment team to automate compliance with SEC regulations
  - Used React and Jersey to design and develop a full-stack web app used by portfolio managers
- University of Texas Computer Science**, *Teaching Assistant* August 2018 - December 2019
- Led student discussion sections, held office hours and graded programming assignments for CS314 and CS303e
  - Worked with CS students and non-majors to strengthen understanding of computer science principles
- Google**, *Software Engineering Intern* May 2019 - August 2019
- Designed and implemented continuous end-to-end testing for the Firebase Performance JavaScript SDK
  - Used Puppeteer and Google Cloud Functions for automated continuous testing
  - Worked on the frontend team to rewrite the online console from AngularJS to Angular
- Adobe**, *Software Engineering Intern* May 2018 - August 2018
- Worked on the QE team to develop automated end-to-end tests using a PHP Selenium webdriver
  - Converted 36 Manual QA checks into automated functional tests to expedite regression testing

## EDUCATION

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- University of Texas at Austin**, BS in Computer Science, Science Comm. Minor 3.96/4.0 GPA May 2021
- Activities: International exchange program (KTH: Stockholm, Sweden), Hispanic Association of Computer Scientists professional development officer, ACM, Origami Circle officer, Rock Climbing Team

## PROJECTS

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- Touchy Feely**, *Designer and Developer* April 2020 - May 2020
- Designed, developed and studied an emotion-centered haptic iOS messaging app
- Button Hero**, *Lead Developer* March 2020 - April 2020
- Developed, tested and evaluated a Bela based physical musical instrument designed for disabled children
  - Created a scalable web-based version of the physical instrument
- MoodyHacks**, *Lead Designer and Developer* April 2018 - June 2018
- Planned, designed and developed a website for the first ever UT School of Journalism hackathon

## AWARDS AND HONORS

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- Lockheed Martin Management Association Scholarship November 2020
- University of Texas Unrestricted Endowed Presidential Award May 2020
- Robinhood Puzzle Hunt 1st Prize August 2019
- Hispanic Association of Computer Scientists Member of the Year December 2018

## SKILLS

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- Software Technologies**      Java, Kotlin, C, HTML/CSS, PHP, JavaScript/TypeScript, SQL, Python, C++  
Git, Angular, React, Node.js, Flask, Firebase, WordPress, Selenium, x86 Architecture