

Louis R. DeScioli

www.descioli.com louis.descioli@gmail.com

Experience

- Staff Product Growth Engineer** for **Spatial**, New York, NY Aug 2022 - Dec 2023
- Co-lead for researching, identifying and executing product growth strategies and experiments with a primary focus on user retention.
 - Data engineer and analyst. Created the company's data warehouse, and created and maintained many product dashboards, analyses, and models.
 - Led the creation of the Spatial product experiment system, a full-stack, cross-platform feature flag system for running product tests and developing new features.
 - Led a revamp of the Spatial Mobile application, as both product and engineering lead. Doubled the Spatial Mobile MAU in the first week post-launch.
 - Conceived of and led the creation of the Discovery system. Created curation & experimentation tools that powered dynamic, cross-platform recommended content feeds.
 - Led the creation of the push notification system and revamped all new user messaging, using the Customer.io platform.
 - Managed 2 direct reports.
 - Built many features and squashed many, many bugs in the Spatial VR, Mobile and Web applications.
- Senior Software Engineer** for **Spatial**, New York, NY Jun 2021 - Jul 2022
- Architect of the React shell of the Spatial Web, Mobile, and VR applications. Designed and implemented a high-performance, cross-platform React application architecture that was ~95% faster than the architecture it replaced. I enabled 40x growth in the Spatial Web application in my first 4 months.
 - Lead engineer for the Spatial Web platform. Designed, led, and implemented the migration of the Spatial Web application from a static "Jamstack" web application to a dynamic full-stack web application, using Next.js.
 - Led the integration of the Webflow-built spatial.io website and app.spatial.io Spatial Web application. Designed a novel method for automatically merging the two sites at build-time to enable continued Webflow use.
 - Architected the Spatial source code monorepo. Using Nx, built the workflows that power engineering for the Spatial web, mobile and VR applications, as well as over a dozen more internal applications and tools.
 - Helped improve overall engineering quality and velocity across the team by starting a design docs process and catalyzing a trunk-based development team workflow.
 - Built many features and squash many, many bugs in the Spatial VR, Mobile and Web applications.
 - Mentored and developed ~10 junior UI engineers and interns.
- UX Engineer** for **Google Lens**, New York, NY Jan 2020 - May 2021
- Led UX engineering for Google Lens for Web, integrating visual search capabilities across Google's web services.
 - Wrote production UI and back-end C++ for Google Lens integrations into google.com.
- Augmented Reality UX Engineer** for **Google Daydream**, New York, NY Apr 2018 - Jan 2020
- Designed and engineered the first augmented reality experiences in the YouTube mobile app as part of pilot projects with a major movie studio and mobile gaming brand in the summer of 2018.
 - Led UX engineering for v1 of the AR Beauty Try-on format.
 - Built the production implementation of the UI for the AR Beauty Try-on format.
 - Designed and prototyped application concepts for passthrough and see-through augmented reality HMDs.
 - Led UX engineering for an internal AR authoring tool.
- Founder, Designer & Developer** for **Out Here Studio**, Cambridge, MA Jun 2017 - Present
- Designed and developed a 5-star iPhone and iPad augmented reality game using ARKit and Unity.
 - Pioneered novel mobile mixed reality environment interaction design.
- Senior Designer & UI Engineer** for **Sidekicks**, Cambridge, MA Sep 2016 - Jun 2017
- Designed, developed, and shipped a new, vastly improved version of the Sidekicks autism therapy desktop web application, written in JavaScript using React and Firebase.
 - Overhauled the company's user interface design system.
- Head of Sales and Strategy** for **Grove**, Somerville, MA Mar 2016 - Jun 2016
- Led the sales & marketing team to reach a \$600K revenue goal that unlocked an investment tranche of \$1.2M.
 - Led fundamental customer discovery and market research.
- Lead Software Engineer** for **Grove**, Somerville, MA Jan 2014 - Jun 2016
- Built the software design and engineering teams from the ground up; managed as many as 10 people when the teams were at their largest.
 - Architected and implemented two generations of real-time Internet of Things systems, spanning embedded and server platforms, written in C++ and Node.js, respectively.
 - Developed and shipped a native iOS application written in Swift for v2 of the Grove Ecosystem.
 - Ran a successful Kickstarter campaign, selling 125+ units at over \$3.3K each, securing over \$410K in revenue.
 - Designed, developed, and shipped a mobile web application written in JavaScript with React for v1 of the Grove Ecosystem.
 - Developed and operated internal dashboards for tracking engagement metrics and communicating with customers.
 - Designed the company's internal leadership and decision making framework.
 - Designed and developed three generations of the company website.
- Embedded Systems Engineering Intern** for **Vecna**, Cambridge, MA May 2013 - Aug 2013
- Lab Assistant** for **6.00 - Intro to CS and Programming**, MIT Aug 2012 - May 2013
- Student Teacher** for **MIT China Education Technology Initiative**, Dalian, Wuhan & Wuxi, China May 2012 - Jul 2012
- Research Assistant** for **Mediated Matter Group**, MIT Media Lab Sep 2011 - Dec 2011

Volunteer Experience

- Lead Instructor** for **America on Tech**, New York, NY Aug 2020 - May 2021
- Mentor** for **Pursuit**, New York, NY Jun 2020 - May 2021
- Mentor** for **Reality Virtually Hackathon**, Cambridge, MA Jan 2019
- Mentor** for **Resilient Coders**, Boston, MA Jun 2017 - Jan 2018
- Mentor** for **NodeSchool Boston**, Boston, MA Sep 2016 - Oct 2017
- Director** for **Technology Chapter Alumni Association**, Boston, MA Jul 2014 - Feb 2017
- Mentor** for **HackMIT**, Cambridge, MA Aug 2015, Aug 2016
- Co-organizer** for **Boston Urban Agriculture Meetup**, Boston, MA Jun 2015 - Jun 2016
- Co-organizer** for **Boston Meteor Meetup**, Boston, MA Oct 2014 - Sep 2015
- President** for **Delta Upsilon Technology Chapter**, Boston, MA Jul 2013 - Dec 2013
- Vice President** for **MIT Interfraternity Council**, Cambridge, MA Oct 2011 - Oct 2012
- Research Assistant** for **Dept. of Computer Science**, USAFA Aug 2010 - May 2011

Education

- Massachusetts Institute of Technology** Jul 2011 - Jun 2014
- Bachelor of Science in Electrical Engineering and Computer Science (6-2)
Concentration in Comparative Media Studies
Gordon Engineering Leadership Program
Undergraduate Practice Opportunities Program
Delta Upsilon & Theta Tau Fraternities
- United States Air Force Academy** Jun 2009 - Jul 2011
- Transferred to MIT after sophomore year
Studied Computer Engineering
CS-26 and CS-11
Cadet Orchestra - Cello
Blue Bards - Pit Orchestra - Cello
Ultimate Frisbee Club Team
- Kingwood High School** Jul 2005 - May 2009
- National Honor Society
Varsity Swimming
Varsity Track & Field - Pole vaulting
Chamber II Orchestra - Cello
Beta Club