

Shaurya Sinha

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Education

Purdue University

B.S. IN COMPUTER SCIENCE WITH A MINOR IN MATHEMATICS

- GPA: 3.57/4.0
- Corporate Partners Program and Charles W. Brown ECE Scholarships

West Lafayette, IN

Aug 2016 - Dec 2019

Experience

Meta

SOFTWARE ENGINEER

- Worked as an iOS engineer helping build and launch Instagram Reels from the ground up.
- Built AI messaging infrastructure across the Meta Family of Apps, enabling client teams to build features more easily.
- Owned development of several high priority projects through writing code, performing code reviews, driving alignment with cross-functional team members and collaborating with QA on testing.
- Collaborated with Product Designers, Data Scientists and Product Managers to create delightful user experiences for millions of users.
- Launched features such as Meta AI, Voice Translations, Audio Browser, Drafts, and Audio Search to millions of users.

New York, NY

Feb 2020 - Current

Facebook Canada

SOFTWARE ENGINEER

- Worked as an iOS engineer on the Instagram Reels Community Team to help creators create reels more easily.
- Owned development of several high priority projects through writing code, performing code reviews, driving alignment with cross-functional team members and collaborating with QA on testing.
- Collaborated with Product Designers, Data Scientists and Product Managers to create delightful user experiences for millions of users.
- Launched features such as Auto Created Reels, Audience Controls, and Publish Screen to millions of users.

Vancouver, BC, Canada

Jan 2023 - Feb 2024

Meta

SOFTWARE ENGINEERING INTERN

- Worked as an iOS engineer on Instagram Stories Interactivity and Feedback to create new user experiences.
- Implemented features to allow replying to stories with gifs and stickers and extended existing quick reactions.
- Analyzed and launched multiple A/B experiments with millions of participants on iOS to make data-driven decisions.

San Francisco, CA

May 2019 - Aug 2019

Fulcrum GT

SOFTWARE ENGINEERING INTERN

- Developed a patent pending web application that reduces the time taken to conduct trademark research using Content-based image retrieval (CBIR).
- Reduced time of determining whether a wordmark or logo is trademarkable from a few hours or days to a few minutes as tested by in-house attorneys and designers.
- Designed the API for CBIR and user authentication in Python and implemented part of the frontend to the product designer's specifications using React.js.

Chicago, IL

May 2018 - Aug 2018

Skills

- Languages: Java, Python, Objective-C, Swift, C, C++, JavaScript, MATLAB
- Tools/Technologies: Git, AWS, Unix/Linux, Flask, React.js, Firebase, HTML/CSS