Victor Jiao

San Francisco, CA   //   vjiaoblack.github.io   //   vjiaoblack@gmail.com   //   (718) 808-5135

EXPERIENCE

Meta │ Senior Software Engineer   2024 – Present

Input Platform Team – Meta Reality Labs

> Led productionization of unreleased XR interaction systems, translating Unity prototypes into production C++, architecting scrolling and multi-touch interactions within Android input constraints.

> Designed internal telemetry and debugging infrastructure for interaction systems, enabling low-overhead, production-safe logging and visualization.

> Built internal AI-assisted tooling for shared codebase context and memory, exploring lightweight approaches to reasoning over large, evolving engineering systems. Tiered indexing, "self-learning", one-line setup.

> Invented an ML gesture detection system (pending patent); built the full pipeline from hand-tracking logs to low-latency C++ decision tree in a one-day hackathon. Enabling expressive, intent-based XR interactions beyond simple pinch detection.

Google │ Software Engineer   2019 – 2024

XR Data / Google Labs

> Built automated integration testing infrastructure for OpenXR APIs using the Mobly framework.

> Designed a C++ frame interpolation tool to adapt recorded XR datasets across frame rates and resolutions, enabling testing of ML perception systems.

Stadia Gameplay Team

> Led cross-team effort to define and enforce frame-rate stability requirements; built diagnostic tooling that identified multiple latency root causes and informed certification criteria for ~280 shipped games.

> Owned end-to-end latency instrumentation across GPU, encoder, network, and client, including the main developer-facing performance dashboard (~1,000 WAU). Documented debugging workflows for TSEs.

EARLIER EXPERIENCE

Magic Leap	Graphics System Engineer	// XR compositing algos for XR text quality	2018 – 2019
Facebook	Payments Risk – SWE Intern	// Data pipelines for ML fraud detection	2017
Google	Skia – SWE Intern	// Shadow rendering algos in C++ and OpenGL	2016

EDUCATION & SKILLS

The University of Chicago – BS, MS in Computer Science

Skills: C++, C, JavaScript, Python. *Prototyping and productionizing from the human to the malloc().*

SELECTED PROJECTS

LLM Calendar Assistant
Built an LLM-powered calendar organization tool; set up CI/CD via Clasp + GitHub Actions, and integrated Codex into the dev loop to accelerate iteration.

Author ID
Identified authors of 100-char text snippets, using statistical methods. Naive Bayes, n-grams, TF-IDF, and SVMs.

Weather Modeling
Mined + cleaned public weather records. Used HMMs to train a weather predictor that self-discovered pressure systems.

MusixBox
A procedural music box. Perlin noise controls for mood, complexity, and other factors, allowing for the music to naturally ebb and flow.

Terrain Gen
Used ECS and C++ templates to make a terrain generator. Top-down view with SDL2. Models climate, erosion, moisture, and ray-casted shadows.

Voices in Your Head A Cappella
Sang with a collegiate a cappella group;
Together, we won 3× Top 3 at ICCA World Finals, and produced multiple award-winning studio albums.