

David Elsonbaty

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EDUCATION Class of 2015

Bachelor of Applied Science, Computer Science • McMaster University
Minor in Business

EXPERIENCE 2019 - Present

Software Engineering Manager • Meta Platforms, Inc.

- Built and supported two teams with 15+ engineers, from new grads to staff engineers, as part of building a new 0-1 product on Messenger.
- Supported engineers' growth (9+ promotions), well-being, operating in remote and distributed settings.
- Responsible engineering lead for coordination and launch of a project, spanning ~40 engineers, across 5+ teams, and across multiple orgs.
- Coordinated and defined teams' vision, charters, missions, brainstorm, and roadmaps, with cross functional leads.

2018 - 2019

iOS Software Engineer • Facebook, Inc

- Tech leading multiple teams working on Messenger's rewrite on iOS, building core messaging experience.
- Developed UI frameworks used across all of Messenger's iOS codebase.
- Led explorations of differentiating products for Messenger from competitor apps.

2016 - 2018

iOS Software Engineer • Twitter, Inc.

- Working as part of the fast moving horizontal revenue team; working closely with other teams across the entire iOS app.
- Building, maintaining and improving new and existing features.
- Working closely with product managers and designers during the entire product development cycle.

2015 - 2016

iOS Software Engineer • Kamcord, Inc.

- Worked in a fast paced environment on improving, refactoring, and implementing new features in Kamcord's iOS app.
- Worked closely with product and design to improve the app's UI and UX.
- Built the tvOS app from the ground up as part of a company hackathon (Currently featured on the AppStore's home page.)

Summer of 2014

iOS Software Engineer Intern • FortyTwo, Inc. (Acquired by Google)

- Worked in a fast paced environment on improving, redefining, and implementing new features in Kifi's iOS app.
- Collaborated with product managers and designers during the entire product development cycle.

2013 - 2014

iOS Software Engineer/Co-Founder • Woof Labs, Inc.

- From design to full implementation of front and back end. Built and continued to update the app to meet not only the team's standards, but that of Apple's iTunes App store, and the community's.
- Involved in the full product life cycle from design and development to deployment.