

ALVIN PORTILLO

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EXPERIENCE

Niantic (Acquisition of 8th Wall)

Remote

Tech Lead Manager / Staff Software Engineer (Full Stack)

Feb. '22 - Nov. '25

- Tech Lead Manager for the 8th Wall Growth team, balancing people leadership (5 engineers) with hands-on architecture of full-stack systems driving +334% MAU.
- Expanded 8th Wall internationally by building a **Crowdin AI**-powered localization pipeline integrated with **Jenkins CI/CD** and linguist review, enabling expansion into 4 new markets and driving 75% revenue growth.
- Owned all billing systems for 8th Wall, integrating **Stripe** and **AWS**-based services with **TypeScript** and **React** to support subscription management and payments, driving \$39.2M in gross revenue and a peak MRR of \$862K.
- Enabled 8th Wall Studio to export projects to **Meta Quest** by architecting a build pipeline that packaged web assets, **C++** binaries, and **Android** resources, culminating in a launch with 35K installs.
- Architected and drove a cross-functional initiative to migrate 8th Wall's login system to Niantic Identity, collaborating with design, product, security, and identity teams to ensure a seamless migration of over 145K user accounts.

Block

Remote

Software Engineer L6 (Full Stack)

Jun. '21 - Feb. '22

- Architected a new version of Square's CMS in **TypeScript** and **Svelte**, improving performance and testability for hundreds of product pages visited by millions of users each month.
- Built an Emergency Banner feature in Square's custom **Ruby on Rails** CMS, allowing leadership to communicate urgent COVID-19 updates to 4M+ sellers across all product pages.

8th Wall

Palo Alto, CA

Staff Software Engineer (Full Stack)

Dec. '20 - Jun. '21

- Developed and operationalized 8th Wall's build management console using **AWS Elastic Beanstalk** and **webpack**, leading the release team to standardize weekly deployments across 50+ engineers and hundreds of platform releases.
- Conducted multiple company-wide tech talks, covering topics like **Redux**, release management, and billing.

Lead Software Engineer (Full Stack)

Jul. '18 - Dec. '20

- Created a commercial license billing system using **JavaScript**, **React**, **Node.js**, **PostgreSQL**, **Stripe**, and **AWS Lambda**, growing quarterly revenue from \$9.8K to \$1.1M.
- Established an onboarding program for new employees, and an intern program for summer interns.

Software Engineer IV (Mobile)

May '17 - Jul. '18

- Implemented a hit-test API for 8th Wall's custom augmented reality engine on **Android** and **iOS**, utilizing **Java**, **Objective-C**, **C++**, and **C#**.
- Built an analytics framework to track performance and usage, helping identify regressions and develop roadmaps.

Facebook

Menlo Park, CA

Software Engineer E4 (Android)

Dec. '15 - May '17

- Expanded Messenger's emoji set to include diverse skin tones and gender options by modularizing shared **Java** code in **BUCK** used across all Facebook apps, enhancing billions of daily conversations.

Software Engineer E3 (Android)

Apr. '15 - Dec. '15

- Implemented disappearing messages to allow users to send messages with expiration times. (*Patent US9906480B2*)

Software Engineer Intern (Android)

Jun. '14 - Sep. '14

- Created payments in Messenger by implementing new infrastructure in **Java**, **XML**, and **SQLite** to support rendering of payment message types, powering peer-to-peer payments for millions of users.

EDUCATION

University of California, San Diego

B.S. Computer Science