Tom Varano

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Software Engineer with 3+ years at Meta building OS-level input systems for XR platforms at scale. Experienced in C++/Java/Kotlin across the full Android stack, with a track record of leading cross-functional teams and shipping to millions of users.

WORK EXPERIENCE

Meta Platforms — Aug. 2022 – Present
Software Engineer — *Seattle, WA*

- Engineered input platform features for Meta Quest VR operating system (Meta Horizon OS, Android-based).
- Shipped input features to millions of users across the entire OS stack, from AOSP, to the OpenXR Runtime implementation, to Shell, to 2D Android applications. **Stack: C++, Java, Kotlin**
- Demonstrated rapid technical ramp-up across diverse, high-complexity codebases. Led wiki and onboarding initiatives for tribal-knowledge-rich ecosystems.
- Owned maintenance and improvement of the entire Quest Accessibility suite (Screen Reader, Voice Control, Captions, Text to Speech, UI settings). Oversaw features previously managed by 8 engineers.
  - Outlined overhaul of technical stack, aligning with AOSP principles and significantly reducing tech debt. Streamlined multiple feature components, including telemetry, installation, and settings.
  - Shipped Voice Control, allowing users to control devices with their voice.
  - Proactively proposed and prototyped multiple feature improvements and rewrites, collaborating with designers to ensure maximum usability and minimize bugs.
- Architected infrastructure to support new input paradigm, deeply integrating with multiple UI frameworks, focusing on efficiency and stability.
  - Led 7-engineer cross-org team through design and prototyping phase, investigating many in-depth pathways. Communicated project status and timeline with cross-company stakeholders.
  - Delivered prototype over 8-month timeline, established technical approach for production execution.
- Designed and launched data-driven 3P device onboarding framework for Logitech MX Ink Stylus. Significantly reduced engineer load required to add new peripherals in Shell, from weeks to minutes of work. Collaborated with engineers across OS stack, from firmware to end app developers.

Apple — May 2021 - August 2021
Software Engineer Intern — *Remote*

- Validated syncing capabilities of the Shortcuts app on iOS and macOS via UI tests on physical hardware.
- Developed MultiDevice testing architecture to sync multiple devices in a test run. Used **Swift** to run custom Test Plans, including network failure and race-condition editing. Set up tests in CI, auto-triaging to devs.

University of Maryland — August 2020 - May 2022
Teaching Assistant — *College Park, MD*

- Taught student-let course CMSC 389O, The Coding Interview. Taught interview algorithm techniques to a classroom and ran mock interviews.
- Graded assignments and held office hours, for CMSC 132, Object Oriented Programming II. Assisted students with debugging projects and understanding exam results.

EDUCATION

University of Maryland — Graduation May 2022
B.S. in Computer Science, Minor in Mathematics — *College Park, MD*

- **GPA: 3.91/4.0**, Cum Laude

SKILLS & INTERESTS

- **Technologies:** C++, Java, Kotlin, Python, OpenXR, AOSP, Android Accessibility, Swift
- **Skills:** Technical Design, Prototyping, 3D Math / Programming, ECS design, Systems Programming
- **Interests:** Music, cooking, home-gardening, urban design, history