

Tom Varano

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Software engineer with 3+ years shipping OS-level infrastructure at Meta, from AOSP system services to input frameworks and cross-stack integrations. Comfortable operating across multiple teams and codebases simultaneously. Track record of leading cross-org technical design and delivering novel platform capabilities at scale.

WORK EXPERIENCE

Meta Platforms

August 2022 - Present

Software Engineer

Seattle, WA

- Shipped input platform features for Meta Quest to millions of users. Worked across the full OS stack of an Android-based consumer platform — from AOSP and system services to Shell and 2D applications.
Stack: C++, Java, Kotlin
- Owned maintenance and improvement of the entire Quest Accessibility suite (Screen Reader, Voice Control, Captions, Text to Speech, New User Experience, UI settings).
 - Led overhaul of technical stack, aligning with AOSP principles and significantly reducing tech debt. Streamlined multiple feature components, including telemetry, installation, and settings.
 - Automated categorization and prospective AI fixes for common bugs, reducing engineering hours.
 - Advised multiple 1P application developer teams on Accessibility integration, improving compliance. Worked with compliance testers and regulation experts to ensure complete coverage.
 - Launched Voice Control, allowing users to control devices with their voice.
 - Proposed and prototyped feature improvements and rewrites for Screen Reader and Text to Speech. Collaborated with designers to ensure maximum usability and minimize bugs.
- Architected infrastructure for a novel input model requiring deep integration across multiple UI frameworks.
 - Led 7-engineer cross-org team through technical design and prototyping phase. Managed project timelines, interweaving with cross-company stakeholders.
 - Delivered prototype over 8-month timeline, established technical approach for production execution.
- Reduced peripheral onboarding time from weeks to minutes by designing a data-driven 3P device framework for the Logitech MX Ink Stylus. Collaborated with engineers across OS stack, from firmware to end app developers.
- Redeveloped hand raycasting spatial targeting algorithm, improving user targeting abilities and reducing friction. Improved hands usage by 15%.

Apple

May 2021 - August 2021

Software Engineer Intern

Remote

- Designed and implemented multi-device testing architecture to sync arbitrarily many physical devices in a test run. Used **Swift** to run custom UI test plans, validating syncing capabilities of iOS Shortcuts app. Set up tests in CI, auto-triaging to devs.

University of Maryland

August 2020 - May 2022

Teaching Assistant

College Park, MD

- Teaching assistant for CMSC 132 (OOP II) and instructor for CMSC 3890 (The Coding Interview); taught algorithm techniques, ran mock interview assessments, held office hours, and graded assignments.

EDUCATION

University of Maryland

Graduation May 2022

B.S. in Computer Science, Minor in Mathematics

College Park, MD

- GPA: 3.91, Cum Laude

SKILLS & INTERESTS

- **Technologies:** C++, Java, Kotlin, Python, OpenXR, AOSP, Android system services, Swift
- **Skills:** Technical Design, Platform integration, cross-stack debugging, Prototyping, Systems Programming
- **Interests:** Music, cooking, home-gardening, urban design, history