

Jonathan Reynolds

SENIOR SOFTWARE ENGINEER / SAN FRANCISCO, CA

Dark version →

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Engineer building the systems powering *cameras, calls, and chats* for hundreds of millions of people.

Experience

Roblox Senior Software Engineer, Communication

Apr 2025 – Present

User / Communication / Platform Chat React Lua C++ Android Kotlin

- Launched Chat for ~50M under-13 and 5M+ console players, with parental consent safeguards
- Shipped Game Chat speech-to-text in 17 languages to ~2M daily users, owning the client engineering: mic controls, audio routing, and live audio visualization
- Architected cross-platform list virtualization and view recycling for Roblox's engine UI, bringing lists to 60 FPS on low-end devices; in A/B tests in Chat, with Home, Avatar Marketplace, and Friends next
- Leading Friends Calling on Android, integrating Telecom and CallStyle notifications so calls ring like native phone calls; also building the cross-platform calling UI
- Built Chat replies, now used in 2.5M+ private messages a day (~5% of all private Chat)
- Rebuilt Chat's React state layer to support smooth scrolling, reactions, and sharing

Meta Software Engineer

Aug 2019 – Oct 2024

Reality Labs / XR Camera Algorithms C++ C Python

2023 – 2024

- Developed camera control and noise reduction algorithms for Meta Quest AR/VR headsets
- Kept Quest 3 passthrough sharp in fast motion and changing light, using gyro and light sensor data

Reality Labs / Camera & AR Services Android Kotlin Java C++ JNI OpenGL

2020 – 2023

- Built and improved core parts of the Instagram, Facebook, and Messenger photo/video pipeline
- Designed an Android/iOS audio pipeline powering audio effects in Stories, Reels, and Calling
- Added 10-bit HDR photo and video, with real-time tone mapping for SDR displays
- Partnered with Google and Samsung on camera features for Pixel and Galaxy launches
- Integrated ML models into the media pipeline for Spark AR face tracking and audio-driven lip-sync

AI Infrastructure / PyTorch Developer Experience Python PyTorch React

2019 – 2020

- Created Jupyter and Colab widgets for Captum, PyTorch's open-source ML interpretability library
- Integrated PyTorch's TensorBoard profiler, surfacing ML training and inference bottlenecks

Skills

LANGUAGES Kotlin Java C++ C Lua Python JavaScript HTML/CSS

FRAMEWORKS Android React PyTorch OpenGL ES

AREAS Real-Time Communication Media Audio HDR Camera Systems Performance

Education

University of Illinois Urbana-Champaign

2015 – 2019

B.S. Computer Science, Minor in Mathematics / 3.93 GPA, High Honors