

Stew Esho

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Education

University of Toronto

Sept. 2017 - Apr. 2022

Toronto, Ontario, Canada

- Honours Bachelor of Science with High Distinction
- Computer Science Major, Mathematics Minor • **3.58 GPA**

Experience

Software Engineer Meta Platforms Inc.

Aug. 2022 - Apr. 2025

Bellevue, WA, United States

Tech: C++, GLSL, Vulkan, Python

- Worked on Meta Quest 2, Meta Quest Pro, Meta Quest 3, and Meta Quest 3S virtual reality headsets
- Maintained and developed new features for a proprietary VR rendering engine using C++ and Vulkan.
- Led project that extended system-loading architecture to support immersive visuals while maintaining quick load times
- Collaborated with technical artists on creating GLSL shaders to support requested rendering techniques
- Created memory profiling tools with C++, Python, and ImGui to aid developers

Software Developer Ford Motor Company of Canada

June 2021 - Aug. 2021

(Remote) Waterloo, Ontario, Canada

Tech: C++, Python, MQTT

- Developed software to run on Mustang Mach-E and F-150 Lightning electric vehicles
- Improved KPIs by co-creating C++ / Python libraries to move services out of frontend
- Designed a high-speed library wrapping MQTT pub/sub network message protocol
- Wrote Python scripts to automate C++ code generation
- Refactored codebase using TDD and SOLID principles

Software Developer, Gameplay Uken Games

May 2020 - Apr. 2021

(Remote) Toronto, Ontario, Canada

Tech: C#, Unity

- C#, Unity developer on mobile games "Jeopardy! Words" and "Ava's Manor"
- Deployed features and fixes for products that reached millions of users daily
- Made codebase easier to unit test via "dependency injection" design pattern
- Created new in-game power ups to drive revenue growth through microtransactions
- Integrated social media features to improve daily active users (DAU) by about 10%

Projects

Guardian of the 'Za

Tech: C#, Unity

[Play on itch.io](#)

[Source Code on GitHub](#)

- Rhythm-based "pseudo-platformer" where you don't control the character, but the environment around him
- Capstone project at the University of Toronto (CSC404)
- Led team of 10 students during development by designing game, delegating work, and running team sprints
- Wrote gameplay code in C# using the Unity Engine