Janet Lee

Staff Software Engineer

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EXPERIENCE

Meta · Staff Software Engineer · New York, NY — Sep 2020 – Present

Meta Superintelligence Labs · Voice & Embodiment — Dec 2024 – Present

- Android lead for Muse voice, real-time calls with live AI avatars over WebRTC, from the Connect 2026 demo through launch.
- Built 0-to-1 AI voice and avatar calling for Facebook, Instagram, and Messenger on Android and iOS, syncing live audio, video, and captions.
- Set technical direction for rollout, experimentation, and call-quality metrics shared across eng, product, and data science.
- Turned prototypes into company-wide tests within days, including a one-week Android port of avatar calling.

Facebook Video · Reels Consumption Growth — Dec 2021 – Nov 2024

- Android tech lead; my launches drove 50–100%+ of team goals.
- Shipped Reels autoplay in Feed after fixing crash, memory, and scroll regressions: +3.8% watch time, +25M daily viewers.
- Delivered Reels in the Watch tab on Android from concept to public test in seven weeks; the launch grew Reels watch time 2.3%.
- Beat the H2 2024 goal by 93% after staffing fell by two-thirds.

Reality Labs · Facebook App on Wearables — Sep 2020 – Nov 2021

- Owned Stories sharing on unreleased wearable hardware across five partner teams on fixed deadlines; rated second best in UX validation.
- Built the first end-to-end and UI tests, raising coverage from 0% to 80%.
- Stepped up as tech lead and PM when the team was understaffed.

Facebook · Software Engineering Intern · Menlo Park, CA — Summer 2019

- Determined optimal budgets and durations for lightweight ads to hit business outcomes (Python, SQL).
- Surfaced ad recommendations to millions of advertisers (PHP, React.js).
- Partnered with design, content strategy, and data engineering, and refactored the ads codebase.

Central de Ofertas · Full Stack Software Development Intern · Buenos Aires — Summer 2018

- Built a full-stack price comparison web app for staff and sellers (Node.js, MongoDB, Material Design).
- Automated MySQL data loading with JavaScript scripts.

PROJECTS

Church App · iOS Developer + Project Lead — 2023

- Built an iOS app for my church in Swift, from design through launch.
- Led non-engineer volunteers through scoping, content, and testing.

EDUCATION

Princeton University · A.B. Computer Science · GPA 3.64 — Spring 2020

Certificates in Finance and Spanish. Projects: Dance Studio (3D choreography tool), TigerMeals (founder).

SKILLS

Programming	Kotlin, Java (6+ yrs) · Swift, Objective-C (1+ yr) · Hack, Python, SQL
Platforms & tools	Android SDK, Jetpack Compose, iOS, WebRTC, GraphQL, React, Git, A/B testing, AI agents, Graphic Design
Languages	English (native), Spanish (fluent), Mandarin (intermediate)

LEADERSHIP

Christians@MetaNY	NY Area Lead · leads weekly Bible studies and monthly lunches
Mentor + Intern Manager	to 15 engineers and interns
Alabaster Group (Church)	Tech Lead, AV Team
Interests	basketball, boogie boarding, cinema, coffee, travel, Asian cuisine