



ALEX BETTADAPUR


FULL STACK SOFTWARE ENGINEER

CONTACT

+1 (678) 620-8396

 alexbettadapur@gmail.com

 [abettadapur](#)

 [abettadapur](#)

EDUCATION

Bachelor of Science

Computer Science
Georgia Institute of Technology

Undergraduate Research Assistant
for Dr. Jim Rehg

President of GITMAD mobile
application club.

TOOLKIT

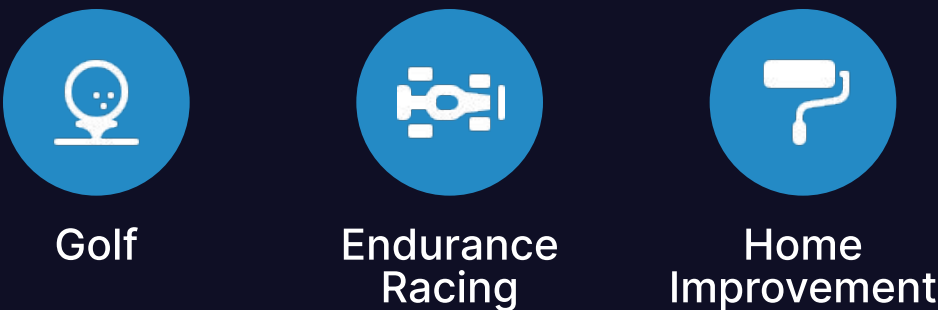
Expert in:

- Web bundler toolchains (Rollup, Webpack, Vite, ESBUILD, etc)
- React
- Javascript / Typescript
- HTML / CSS
- WebAssembly
- Web Browsers

Experienced with:

- Next.JS
- Electron
- Chrome extensions
- C#/.NET
- Ruby
- PHP/Hack

INTERESTS



WORK HISTORY

- FIGMA
- 2025

2023
- Staff Software Engineer, Frontend Platform
- Working as a core engineer on Figma's frontend platform team, which aims to set core engineering direction for the entire Figma web codebase and supports ~300 product engineers
 - Added support for 'code splitting' across the Figma web codebase. This involved:
 - Safely migrating Figma's 100k+ line web codebase to Webpack, including custom plugins and loaders
 - Ensuring that CI and local development performance constraints were met with Webpack
 - Identifying expensive 3rd party libraries within the production bundle and moving them to be dynamically loaded
 - Serving as an expert on web build processes, helping product engineers at Figma work through build problems and ship features
 - Working on replacing the CSS system used at Figma with a more modern tool, StyleX
 - Led an effort to move Figma web deployments to a daily cadence, directly increasing developer velocity.
 - Identified key web metrics that indicated the health of the current web deployment
 - Built a canary system that rolled out the web deployment to a portion of web users
 - Managed an intern, who revamped the CI processes that build and deploy the WebAssembly artifacts for Figma.
- 2023

2021
- Staff Software Engineer, FigJam (<https://figma.com/figjam>)
- Built various product features for the Figma whiteboarding product, FigJam, using both React for the web interface and C++/WebAssembly for the canvas renderer.
 - Built the 'Sections' feature for FigJam, which allows users to organize their whiteboards. This involved implementing many complex interactions, such as copy/paste, re-parenting content, and resize to fit. The foundations of this feature were later used to enhance the authoring experience for Figma prototypes.
 - Added support for rich media in FigJam, such as videos and GIFs.
 - Led an effort to add embeds and 'link previews' to FigJam.
 - Built a Figma Chrome extension, which integrated with Google Calendar to bring Figma and FigJam files into the meeting creation tool
 - Prototyped the first version of the new Figma Slides product and built a foundation for future engineers to ship the product
- FACEBOOK
- 2021

2020
- Senior Software Engineer, VSCode @ FB
- Worked on both the OSS VS Code application, as well as building custom extensions for FB use cases
 - Drove performance efforts for 20+ custom extensions, directly improving developer efficiency
 - Made improvements to VS Code's remote development technologies, including changes to the OSS product
 - Managed an intern, who built and launched a custom code-review extension for VS Code
- 2020

2019
- Senior Software Engineer, Messenger Desktop (<https://messenger.com/desktop>)
- Developed and launched a brand-new Messenger application from the ground up, using Electron technologies
 - Served as technical lead for the messaging experience, managing and mentoring 4-5 junior engineers
 - Leveraged both web and native technologies to create an app that looks/feels native on both Mac and Windows
 - Served as an accessibility champion for the product, designing accessible experiences from the very beginning
 - Served as a performance champion for the product, finding ways to optimize startup and runtime performance
 - Managed an intern, who successfully launched the Themes feature for Messenger Desktop
 - Launched the app in April 2020, gaining 2-3M daily users in 6 months
- MICROSOFT
- 2019

2017
- Software Engineer II, Azure DevOps (<https://azure.microsoft.com/en-us/services/devops>)
- Developed modern UI experiences for Agile processes in Azure Boards. Used React, Redux, and Typescript
 - Took initiative on many engineering projects, including:
 - Modernizing our front-end state management with Redux. Led workshops to teach engineers how to leverage this tool effectively and convinced management to adopt it in all our new features.
 - Published Redux Dynamic Modules, a module system for Redux (<http://bit.ly/redux-modules>)
 - Built and shipped a mobile Pull Requests experience (<https://bit.ly/devops-mobile>)
 - Built complex UI components, including a Kanban Board with smooth and performant drag and drop experience.
 - Serving as "Accessibility Champ", ensuring that shipped features are fully keyboard and screen-reader accessible.
 - Made cross-project contributions, including improvements to shared React components and platforms

PROJECTS

[Redux Dynamic Modules](#) - Published Microsoft OSS library to codesplit Redux Artifacts

[Redux Saga Devtools](#) - Chrome extension to debug Redux Saga

Eagle Scout BSA Troop 7 (Singapore)