

# Ali Abdoli

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## Education

### University of Toronto

H.B.Sc., COMPUTER SCIENCE MAJOR

Graduating December 2023

## Work Experience

### Microsoft

Redmond, Washington

SOFTWARE ENGINEERING INTERN

May 2023 - July 2023

- Alongside a FTE, designed and implemented the barebone version of Teams pre-installed on Windows 11, which is an installer that updates itself to the full version of Teams.
- Created an API to download the full version then install it as the same application, replacing the barebone Teams.
- Used modern Windows Desktop development frameworks **WinUI 3** and **C++/WinRT**.
- To be shipped on the latest Windows 11 release to millions of users.**

### Microsoft

Remote

SOFTWARE ENGINEERING INTERN

June 2022 - September 2022

- Worked on GroupMe Android application, fully rewriting the group settings page.
- Introduced **Kotlin** and **Jetpack Compose** to the codebase for the first time (previous codebase was Java and XML).
- Shipped to 10 million+ GroupMe Android users.**

### SushiSwap - Shoyu

Remote

SOFTWARE ENGINEER

October 2021 - June 2022

- Part of a team of 6 to build out a leading NFT store, tasked with a complete overhaul from a curated store to one that is open to all.
- Create responsive **NextJS React** components such as edit profile page, social posts, footer, 404 page, toggle, etc... with **Tailwind CSS**.
- Created custom hooks which used **Ethers.js** to allow the frontend to interact with the blockchain such as burning and transferring NFTs, and splitting sale proceeds.
- Refactor codebase to allow dark mode and other custom themes on a per page basis integrated with Tailwind CSS.
- Configure **Webpack** to automatically convert SVGs to React components, based off a Babel AST template file.
- Integrated **Storybook** and **Chromatic** with **GraphQL** and **Redux** mocking to significantly speed up frontend development.

### Microsoft

Remote

SOFTWARE ENGINEERING INTERN

May 2021 - August 2021

- Worked on Outlook on the Web, designing and building an overhaul to the send later feature to be easier to use and more customizable.
- Used **React**, **SatchelJS**, **MobX**, **SCSS**, and **Apollo GraphQL** to bring the most modern code to outlook.
- Created an algorithm to automatically suggest dates to send later, and used an LRU cache to keep track of previous selections.
- Took the feature through the full process of testing in dogfood, collecting data (telemetry and feedback).
- Shipped to 400 million outlook users.**

### Microsoft

Remote

EXPLORE (SOFTWARE ENGINEERING + PROJECT MANAGEMENT) INTERN

May 2020 - August 2020

- Part of a team of 3 which designed and built an update to the out of office feature in Outlook desktop.
- Collected user feedback through telemetry and customer forums, to create a full design document presented to the executives.
- Personally created the dialog in **XML**, and the communication with Outlook servers REST APIs in **C++**.

### Kinaxis

Ottawa, Ontario

SOFTWARE DEVELOPER INTERN

July 2018 - August 2018

- On a team of 4 tasked with designing and building a desk finder web application.
- Wrote **Node Express** endpoints to serve PDFs and their information and display them on the React front end on an HTML5 Canvas component, using PDF.js.
- Adhered to Agile methodologies, giving weekly sprint demos and a final demo to the executives.
- Company wide adoption with over 600 active users**

## Projects

### Speed Cube XR

[oculus.com/experiences/quest/3812740692111787/](https://oculus.com/experiences/quest/3812740692111787/)

- Created a Rubik's cube simulator in VR, supporting motion controllers and hand tracking, using **Unity** and **C#**.
- Modified Microsoft Mixed Reality Toolkit to support turning on an axis with Quaternions.
- Member of the official Oculus program, Oculus Start.
- Available on the Meta Quest store and has **earned more than \$3000 in direct to customer revenue and 2300 lifetime active users.**