# Ali **Abdoli**

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## Education

**University of Toronto**

H.B.Sc., Computer Science Specialist *Graduated 2024*

- **Teaching Assistant:** Operating Systems

## Work Experience

**Microsoft** *Redmond, Washington*

Software Engineering Intern *May 2023 - July 2023*

- Worked with a full-time engineer to design and implement the UX to update the barebone version of Microsoft Teams to the full version.
- Created a maintainable, fully tested, and error resistant API to download the full version and replace the updater with it.
- Used modern Windows Desktop development frameworks **WinUI 3** and **C++/WinRT** to create a smooth UI experience.
- **To be pre-installed on the latest Windows 11 release to millions of users**.

**Microsoft** *Remote*

Software Engineering Intern *June 2022 - September 2022*

- Worked on GroupMe Android application, completely rewriting the chat details page to match a new design.
- Pioneered the integration of **Kotlin** and **Jetpack Compose** into the existing codebase, transitioning from Java and XML, thus elevating the development standards to modern best practices.
- **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**.

**Kinaxis** *Ottawa, Ontario*

Software Developer Intern *July 2018 - August 2018*

- On a team of 4 tasked with designing and building a web application to find people's locations across the company.
- 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.

## Projects

**Speed Cube XR** 🔗 *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, and available on the Oculus Quest store.
- **Earned more than $3000 in direct to customer revenue and 2300 lifetime active users.**

## Technical Skills

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| **Languages** | JavaScript, TypeScript, HTML, CSS, Kotlin, C/C++, C#, Java, Python, Solidity, SQL |
| **Frameworks/Packages** | NextJS, React, Tailwind, React Native, Node, Express, GraphQL, Ethers.js, PostgreSQL, Stripe, Storybook |
| **Other** | Git, Docker, Linux/Unix, Unity, Google Cloud, AWS, Azure, Virtual Reality, VS Code |