

# Azaan Khalfé

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## EDUCATION

<b>University of Washington</b> <i>Bachelor of Science in Computer Science</i>	Seattle, WA June 2024
<ul style="list-style-type: none"><li><b>Relevant Coursework:</b> Distributed Systems, Algorithms, Data Structures, Software Engineering, Systems Programming, Databases, Operating Systems</li></ul>	

## EXPERIENCE

<b>Software Engineer Intern — Contractor</b> <i>Microsoft</i>	October 2024 – January 2025 Redmond, WA
<ul style="list-style-type: none"><li>Architected and implemented enterprise-grade Azure Function Apps using C#/.NET with comprehensive asynchronous message processing, achieving 90%+ code coverage</li><li>Developed high-performance RESTful APIs and telemetry systems leveraging Application Insights for monitoring and performance optimization of production backend services</li><li>Engineered secure authentication through Azure Managed Identities and implemented robust dependency injection patterns following Microsoft development standards</li></ul>	
<b>Teaching Assistant</b> <i>University of Washington</i>	
April 2024 – June 2024 Seattle, WA	

## PROJECTS

<b>LLM Multi-Model Chat System</b>   <i>Python, PostgreSQL, Redis, Docker</i>	
<ul style="list-style-type: none"><li>Architected production-ready LLM chat application supporting 50+ concurrent users with multi-model orchestration (Ollama), achieving under 500ms first token latency and 100 req/min throughput</li><li>Designed PostgreSQL persistence with JSONB, Redis caching, and Supabase OAuth2.0 authentication, handling 10x longer conversations through sliding window compression</li><li>Built Prometheus/Grafana monitoring infrastructure and established CI/CD pipeline with 80% test coverage using pytest, reducing deployment time by 60%</li></ul>	
<b>Distributed Systems Paxos Consensus Algorithm</b>   <i>Java</i>	
<ul style="list-style-type: none"><li>Designed and implemented fault-tolerant distributed system using Paxos consensus algorithm, ensuring consensus across 12+ nodes when majority are available under network partition scenarios</li><li>Developed communication protocols in Java handling 1000+ messages per second and authored 15-page comprehensive design document detailing algorithm optimization</li></ul>	
<b>NFL Fantasy Picker</b>   <i>React, Python, Flask, PostgreSQL, TimescaleDB</i>	
<ul style="list-style-type: none"><li>Architected multi-source data pipeline with automatic fallback orchestration (Sleeper API → ESPN API → web scraping), processing 11,400+ player records with rate limiting and 99% data integrity</li><li>Designed PostgreSQL + TimescaleDB schema for time-series player statistics, enabling efficient queries across 17 weeks × 3 seasons of historical data</li><li>Built automated data sync infrastructure using APScheduler, reducing manual intervention while maintaining weekly model retraining pipelines</li><li>Implemented comprehensive test suite (104 tests across unit/integration/e2e) achieving 80%+ coverage with pytest, ensuring reliability across the full software lifecycle</li></ul>	

## TECHNICAL SKILLS

**Languages:** Python, Java, Go, JavaScript, C++, C#, SQL, HTML/CSS

**Frameworks:** React, Node.js, Flask, FastAPI, .NET, JUnit

**Cloud/DevOps:** AWS, Azure, GCP, Docker, Kubernetes, Git, CI/CD

**Databases/Tools:** PostgreSQL, Redis, MongoDB, Ollama, NPM, Unix

**Monitoring:** Prometheus, Grafana, Application Insights