Rebecca Guertin

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Software Engineer

3+ years experience in Software Engineering - focusing in DevOps and Cybersecurity. Implemented RBAC across studio, improving onboarding efficiency up to 50% in 9 months. Experience in building scalable systems under Microsoft's security-first initiative and managing game build lifecycles. Passion for product design and web design.

TECHNICAL SKILLS

Front End: Bootstrap, Chakra-ui, CSS3, Formik, HTML5, JavaScript, JQuery, JSX, Material-UI, React.js framework, SendGrid API, Yup

Back End: ASP.Net Core, AWS Amplify & S3, AWS EC2, AWS Services, Axios, Azure DevOps, Azure Pipelines, C#, Docker, Express JS, Kaggle REST-API, Microsoft Sql Server, MySQL, NodeJS, Nuget, PowerShell, REST APIs, Sequelize, SQL, Yaml

Technologies and systems: AWS, Azure, Chatgpt, Chrome Dev Tools, Confluence, Copilot, Docker, Git, GitHub, GitLab, Jira, Microsoft Entra ID, Microsoft Office, Microsoft Teams, Perforce, Postman, Power Automate, SaaS, Scrum/Agile, Scrum-ban, Secure Jumpboxes, Slack, SSMS, Technical Documentation Writing, Visual Studio, VSCode, Windows Task Scheduler, WSUS, Yarn/NPM

WORK EXPERIENCE

Microsoft - Halo Studios • 02/2022 - 10/2024

Halo Studios is a gaming company that resides within the Xbox Gaming Studios organization of Microsoft - a global tech company, known for their cutting edge work in the Cloud technologies and Microservice platforms.

Security Operations Engineer • Redmond, WA • Full-time

Worked on Halo Studios' Cyber-Security team, implementing and maintaining security protocols and best practices. Responded to and resolved Identity and Access Management customer support tickets daily and collaborated closely with product management and stakeholders studio-wide.

- Implemented RBAC across large scale projects, increasing enhancements in security protocols, and internal and partner access management by up to 50% within 3 quarters.
- Streamlined IAM processes, collaborating across multi-functional teams, improving client experience in onboarding and offboarding - focusing on security and customer needs.
- Created analysis dashboards for data visualization in Jira Service Management to track and evaluate status of implemented RBAC model in IAM support tickets.

Software Engineer • Redmond, WA • Full-time

Software Engineer on Halo Studios' Delivery Crew managing and maintaining the dev-ops lifecycle of big game builds.

- Worked on an agile team, focusing on continuous improvement, Participated in code reviews and bug investigation. Collaborated across studio teams to solve problems.
- Wrote scripts and YAML for automating ingestion of core product in a CI/CD environment.
- Wrote and maintained P4 Triggers, and performed branch snaps in Perforce for security and synchronization of game code.

Software Engineer Apprentice • Redmond, WA • Full-time

Worked as an Apprentice on the Halo Studios' Infrastructure team. Focused on implementing new deployment methods for big game builds, for improving speeds and decreasing file sizes.

- Collaborated with teams cross-functionally to implement, including testing, debugging and documenting the integration of a new high impact deployment system.
- Wrote scripts and yaml for ingestion of big game builds, utilizing new deployment system, to decrease build times by up to 90%, within 16 weeks of professional apprenticeship.

PROJECTS

Personal portfolio website

Utilizing and honing my web development experience, built and designed responsive front-end React app portfolio, bringing to life my recent projects and accomplishments. Designed custom buttons, icons and backgrounds utilizing AWS S3 cloud service for storage of data.
Github: https://github.com/Becca-Guertin/myCodingProjects
Url: https:///www.beccaguertin.com
Technical skills: AWS Amplify & S3, Material UI, React.js

Movie Rater Demo Site

Developed and implemented a full-stack application, designed to display data dynamically from a Kaggle dataset, requested with the Kaggle REST-api and stored in a relational database in the backend.
Github repo: https://www.github.com/Becca-Guertin/movieRater
Technical skills: Vite, React.js, Chakra-ui, Node.js, npm, SQL, Microsoft SQL Server

EDUCATION

Bachelor's Degree in Fine Art in Fine Art

Art Center College of Design • Pasadena, CA

Full-Stack Software Developer Training Program

Sabio Enterprises, Inc • Los Angeles, CA

VOLUNTEERING & LEADERSHIP

Microsoft • 06/2023 - 02/2024

Morale Council Leader and Organizer • Redmond , WA

Planned and led organization-level morale council events, encouraging team building, providing safe spaces for team members to feel included and comfortable - focusing on principles of diversity and inclusion, utilizing communication skills.