Mickael Savafi
Software Engineer II - Microsoft

Cambridge, MA - Email me on Indeed: <u>indeed.com/r/Mickael-Savafi/e991f0705bd28a5e</u>

Willing to relocate to: New York, NY

WORK EXPERIENCE

Software Engineer II
Microsoft   -   Cambridge, MA - March 2015 to Present

Working on the web authoring part of Azure Machine Learning.
• Part of the team which brought Azure Machine Learning to General Availability (v1)
• Full-stack engineer – developed features which touched all aspects of service code (UI, backend, storage, etc.)
• Led projects revolving around optimizing data scientist workflows. Worked on full feature-loops in this area: requirements gathering, data scientists' interviews, authored proposals, implemented features/tests, usability, etc.
• Identified deficiencies in developer workflows and spearheaded projects to address. This involved building a large number of tools and automation workflows. Results included major efficiency and time management improvements for the entire team. Consistently recognized as the leader in this area in annual reviews.
• Developed tests for the core runtime and math libraries

Software Development Engineer in Test
 - September 2011 to March 2015

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• Developed tests for the core runtime and math libraries

Programmer Analyst
DotEmu   -   Paris, FR - May 2009 to August 2011

Analyzed systems and programming video games
• Mac: Spearheaded the launch of and managed the Mac department. Ported games for the Mac App Store (Raptor, Krypton Egg, Nicky Boom & Nicky Boom 2).
• X-Men: Created iOS and Android versions of 1992's arcade game X-Men.
• ALIS: Ported an engine written in 68000 assembly to C/C++.
• Irem Arcade Hits: Managed the project, and created emulators for 18 games, using Windows Forms, Managed DirectX and OpenMP.
• Jaleco Arcade Series: Created the emulation of a series of several games, including (but not limited to): Avenging Spirit, Earth Defense Force

C++ teaching assistant

DotEmu - January 2011 to June 2011

Assisted the C++ teacher in classes and worked with students to improve their C++ skills.

C# teaching assistant

DotEmu - September 2010 to November 2010

Assisted the C# teacher in classes and worked with students to improve their C# skills.

ETNA (Le Kremlin-Bicetre, France)

Mathematics teaching assistant

DotEmu - September 2009 to June 2010

Assisted the mathematics teacher in classes and worked with 1st and 2nd year students to improve presentation skills.
• Projects consisted of applicating mathematical concepts in programs and could be written in any languages (C, C++, PHP, Python, etc).

ETNA (Le Kremlin-Bicetre, France)

SKILLS

C++ (3 years), .NET (6 years), CODING (10+ years), JAVA (Less than 1 year), TOOLING (5 years)

LINKS

http://www.linkedin.com/in/mickaelsavafi

ADDITIONAL INFORMATION

SPECIALTIES/SKILLS
Test Automation, Tooling, .NET, Visual Studio

CODING LANGUAGES
C#, C/C++, Java
PowerShell