Alex Shearer

Fullstack software engineer with
a passion for creating

alex@shearer.dev
github.com/sheareraws

EXPERIENCE

Microsoft
JUN 2021 - NOV 2024

Software Engineer - *Redmond, WA*
- Led development efforts to modernize front-end systems using Angular and TypeScript, improving usability and maintainability of billing management.
- Owned back-end development and CI/CD pipelines for a test traffic simulation framework, enabling automated live end-to-end testing for a new service prior to deployment.
- Collaborated cross-functionally to triage and resolve critical bugs under tight deadlines within the front-end before a time-sensitive product launch.
- Regularly worked across the stack using C#, .NET, TypeScript, and Azure Cloud services to deliver scalable, production-ready code.

Microsoft
MAY 2020 - JUL 2024

Intern - *Remote*
- Designed and implemented a high-traffic backend caching system using ASP.NET and Azure Cloud, improving user commerce experience by reducing retrieval times to backend services.

84.51°
MAY 2019 - AUG 2024

Intern - *Cincinnati, OH*
- Designed and implemented a high-traffic backend caching system using ASP.NET and Azure Cloud, improving user commerce experience by reducing retrieval times to backend services.

EDUCATION

Ohio State University
AUG 2017 - MAY 2021

BS in Computer Science, Data Analytics
- 3.98 GPA
- Specialization in AI & Machine Learning
- President of University's Game Development Club
- Minor in Mathematic

SKILLS

Frontend
TypeScript, Javascript, React, AngularJS, HTML, CSS

Backend
C#, ASP.NET, Python, Java, PostgreSQL

Cloud
Azure DevOps, CosmosDB

Game Dev
Unity, Godot, Blender