

# Aaron Kawer

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## LINKS

Github:// [akawer](#)  
LinkedIn:// [aaronkawer](#)  
Twitter:// [@akawer](#)  
Flickr:// <https://goo.gl/efLBZ3>  
Instagram:// [@aaronkawer](#)

## SKILLS

### PROGRAMMING

Python • C#  
Java • C++

### TOOLS

Git • Tensorflow  
Unity • vim

### LANGUAGES

Native/Fluent:  
Spanish • English  
Basic:  
French

## EDUCATION

### ITESM

B.S.E IN COMPUTER SCIENCE  
Graduated May 2018 | Monterrey, MX  
GPA: 3.8  
Magna cum laude

### UIUC

STUDY ABROAD EXCHANGE  
PROGRAM

Only 2 people chosen from University  
Civil Engineering &  
Computer Science  
GPA: 3.8 / 4.0

## COURSEWORK

Artificial Intelligence  
Compilers  
Algorithms  
iOS Development  
Computer Security  
Operating Systems  
OverTheWire: Wargames  
Various CTFs

## EXPERIENCE

### MICROSOFT | SECURITY SOFTWARE ENGINEER - CLOUD & A.I RED TEAM

December 2020 – current | Seattle, USA

- Identifying operational security vulnerabilities in the infrastructure and environment of the software and its defenses under the umbrella of Azure SQL

### MICROSOFT | SOFTWARE ENGINEER - CLOUD & A.I

#### GEOGRAPHICAL DISASTER RECOVERY TEAM

March 2019 – December 2020 | Vancouver, Canada

- Optimized pipeline of geo-failovers E2E duration by ~40%
- Delivered multiple improvements across our bots architecture to reduce CPU and memory footprint

### MOTOROLA SOLUTIONS | SOFTWARE ENGINEERING INTERN

May 2017 – Aug 2017 | Tel Aviv, IL

- Reduced the lag time of live video streaming in one of Motorola's applications by 90%. Achieved this by implementing the application natively in Unity (to run in HoloLens device) and re-factoring it to use the GStreamer Framework.
- Trained a neural network using TensorFlow to try to predict which user is currently using the mobile device (initially determining specific user activity). Wrote code to gather features from user interaction with the device and presented an initial usable prototype to the team, leaving further training and more feature collection code as deliverables for future iteration.

### UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN |

#### UNDERGRADUATE RESEARCH

Aug 2013 – May 2014 | Urbana, IL

- Penetration Testing of several universities servers
- Utilized Metasploit and Kali Linux to test for vulnerabilities using MySQL and Ruby

## PROJECTS

### ZAFIRO | COMPILER AND PROGRAMMING LANGUAGE

Jan 2018 – May 2018

- Implemented a new imperative programming language for video game development (as part of my Compilers course), designed to make it easier and accessible for people whose native (and/or only) language is Spanish.

### APRENDE QUÍMICA | iOS APP

Jan 2017 – June 2017

- Implemented an iOS App for students to learn chemistry interactively with gamification and multi-player integration. Swift, Obj-C