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++

SECURITY

OWASP Top 10 • CTFs • HTB
Burp Suite • Wireshark • nmap
Threat Modeling • Code Reviews

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
- Find vulnerabilities in various spaces such as web applications, native applications, database systems, authentication flows, distributed systems and designs, and protocols
- Threat Modeling and security reviews for software teams in Azure in order to identify vulnerabilities and weaknesses in the architecture, missing components and security controls as well as making sure the design of the service is secure as a whole
- Develop internal tooling and automate processes for our systems

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

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