Aaron Kawer

Web: aaronkawer.com | Email: aaronkawer@gmail.com | Seattle, USA

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

EXPERIENCE

MICROSOFT | Security Software Engineer - Cloud & A.I

Red Team
December 2020 – current | Seattle, USA

- Penetration Testing and Red Teaming activities

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
- Current project is still in private preview, will update accordingly

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