

Aaron Kawer

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EDUCATION

ITESM

B.S.E IN COMPUTER SCIENCE

Graduated May 2018 | Monterrey, MX

GPA: 3.7

Magna cum laude

UIUC

STUDY ABROAD EXCHANGE PROGRAM

Only 2 people chosen from University

Civil Engineering &

Computer Science

GPA: 3.8 / 4.0

LINKS

Github:// [akawer](#)

LinkedIn:// [aaronkawer](#)

Twitter:// [@akawer](#)

Flickr:// <https://goo.gl/efLBZ3>

Instagram:// [@aaronkawer](#)

COURSEWORK

Artificial Intelligence

Compilers

Algorithms

iOS Development

Computer Security

Operating Systems

SKILLS

PROGRAMMING

Proficient:

Java

Familiar with:

C++ • Python • Swift

TOOLS

Git • Tensorflow • vim

Unity • XCode

LANGUAGES

Native/Fluent:

Spanish • English

Basic:

French

EXPERIENCE

MICROSOFT | SOFTWARE ENGINEER - CLOUD & A.I

March 2019 – current | Vancouver, Canada

- Geographical Disaster Recovery Team

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. This will be used on the next model of mobile devices.

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.
- Available to download on the AppStore! @ tinyurl.com/AprendeQuimica

HACKATHONS

HACKMTY | UFREE - SOCIAL NETWORK

Fall 2016

- Built a social network that shows the availability of your friends based on their university schedule. Implemented the site's messenger service, users' database and UI.
- I worked on the script to fetch and process the information on the University's website and ultimately display the schedule of the students.
- I used Python with Flask, PhantomJS for page automation and Selenium for web browser automation.