

# Augustus Lidaka

Seattle, WA  
alidaka@gmail.com

<https://github.com/alidaka/>  
<https://www.linkedin.com/in/alidaka>

<b>Experience</b>	<b>Software Development Engineer II</b> Microsoft Corporation, Redmond, WA	July 2010 - March 2015
	<b>Entertainment Applications</b> , May 2013 - March 2015 <ul style="list-style-type: none"><li>• Developed cross-platform Music and Video applications for Windows, Xbox, and Windows Phone in an agile, unit tested environment</li><li>• Architected client-side background collection sync, local file groveling, and asset fetching framework</li><li>• Designed services and implemented multi-device client solutions for roaming “cloud collections” of users' content, proactive asset fetching, download management, etc.</li><li>• Managed OS integration layers and cross-app communication protocols</li></ul> <b>Windows Phone</b> , July 2010 - April 2013 <ul style="list-style-type: none"><li>• Developed UI stress automation tools which discovered thousands of bugs</li><li>• Drove both OS and first-party app stability across releases</li><li>• Created internal benchmark and business metrics reporting site</li><li>• Investigated and supported tooling for memory, performance, and battery improvements</li></ul>	
<b>Skills</b>	<b>Proficient:</b> C, C++, C#, PowerShell, batch, bash, SQL <b>Familiar:</b> Java, Ruby, R, JavaScript, Python, Android <b>Tools:</b> Visual Studio, windbg, git, Heroku, Vim	
<b>Research Experience</b>	<b>Mentored Advanced Project</b> Grinnell College, Department of Computer Science, Grinnell, IA <ul style="list-style-type: none"><li>• Researched machine learning, computer vision, and scene text recognition technology</li><li>• Designed, implemented, and benchmarked a parallel implementation of a Bayesian/maximum entropy training model in Nvidia's GPU-computing CUDA framework</li></ul>	May 2009 - May 2010
<b>Education</b>	<b>B.A., Computer Science</b> Grinnell College, Grinnell, IA Major GPA: 3.81	May 2010