

# Alyssa Katz

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## ABOUT ME

I am a highly driven software engineer looking to join a team that is passionate about creating high quality user experiences through excellent technical design and clean code. I am extremely adaptable and am comfortable working on multidisciplinary teams, with prior experience in data science, computer vision, natural language processing, AR/VR applications, UI/UX design, REST services, CI/CD, and optimized data storage.

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## SKILLS

Unity, C#, Python, Java, SQL, Docker, C/C++, HLSL

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## WORK EXPERIENCE

### Client Engineer III | The Pokémon Company International Dec. 2022–Present

- Maintained The Pokémon Trading Card Game Live as part of its Live Operations team, addressing critical bugs across the full stack, building and releasing client and server assets, and monitoring game health indicators.
- Modified existing systems and asset retrieval to support fully offline “kiosk” play at physical events.
- Created analytics dashboards to track game health indicators. Reduced time to response on analytics-supported bugs by 1.5 days. Identified and reduced excess log expenditures by \$100k+/yr.

### Software Engineer II | Microsoft Mar. 2020–Dec. 2022

- Created incubation prototypes and product showcases for augmented and virtual reality software, securing contracts valued at more than \$22 billion.
- Developed a real-time collaborative marine science tool in partnership with OceanX and National Geographic. Designed and implemented novel 3D visualizations of geospatial and temporal data in augmented reality.
- Worked with partner film crews, video compositing software APIs, and programmable real-world sound and lighting to record mixed reality experiences for the OceanXplorers documentary series.
- Invented a file format for efficient storage and processing of geospatial and temporal data. Developed a big data transformation pipeline and REST service for retrieval.

### Software Developer and Integrator III | USAA Sep. 2019–Mar. 2020

- Created a Python tool to generate documentation backed by SQL databases, Hadoop clusters, and Kafka.
- Created git hooks to generate and publish documentation and manage automated testing in Kubernetes.

### Software Developer and Integrator Intern | USAA June 2018–Aug. 2018

- Wrote unit and integration tests in Java. Led intern peer mentoring group.

### K-8 Instructor | Tech EdVentures Sep. 2017–Jan. 2018

- Taught programming fundamentals in Python and C++.

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## EDUCATION AND HONORS

### Master of Science in Computer Science May 2019 *University of Texas at Dallas*

- Intelligent Systems and Big Data tracks.

### Bachelor of Science in Computer Science May 2018 *University of Texas at Dallas*

- Graduated Cum Laude with Computer Science and Interdisciplinary Honors.
- Co-founded the Artificial Intelligence Society. Organized hackathons and conferences. Lectured.