BJØRN HANSEN
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EXPERIENCE

Hoylu

Engineering Manager   June 2020 - Nov 2021

- Participate in work planning
- Goal setting and 1-1s with reports
- Drove introduction of engineering levels definition

Principal Software Development Engineer   June 2021 - Nov 2021
Senior Software Development Engineer   Mar 2017 - June 2021

- Design and author new microservices
- Refactor, maintain, test, and monitor existing services
- Maintain and evolve engineering platform (Azure DevOps CI/CD pipelines and agents)
- Mentor junior engineers and interns
- Implement security controls for FedRAMP certification effort
- Added remote collaboration features to existing Windows native digital whiteboard and sticky note apps; created web versions of those apps
- Architected and built Navigator mobile app for Holland America
- Created the new Hoylu app that combined whiteboard and sticky note functionality using a shared code base across web and native
- Lead the creation of a new scalable service platform built on HashiCorp Consul, Nomad, and Vault using immutable infrastructure and infrastructure as code; design and implement migration plan moving from old static infrastructure to the new platform.

Microsoft

Software Engineer - Microsoft Store Online   Sept 2014 - Mar 2017

- Develop new features for microsoftstore.com website. Design, develop, and deploy new services to support site migration from third party platform.
- Develop features for microsoft.com/store website, including product detail pages for the physical goods and the shopping cart. Shopping cart is a single page (Ember.js) application.

Software Developer in Test - Xbox One Flight   Jan 2014 - Sept 2014

- Developed feedback and registration apps for the Xbox One public preview program.

Software Developer in Test - Xbox One Shell Core   Aug 2010 - Dec 2013

- Developed automated tests and core automation technology for the Xbox One. Set up telemetry instrumentation for the overlay shell UI and automated analysis of the usage data.
- Developed, as a self-initiated project, a system for Beta users to report issues directly from the console and automatically gather supplemental data. This

became the primary method for filing bugs leading up to, and post, release. Partnered with developers across the console team to help them leverage this system.

Software Developer in Test - Xbox 360 Foundation Test Tools Aug 2008 - Aug 2010

- Developed and maintained tools to enable PC-driven automated testing of the Xbox 360 shell, including a UI automation library and test harness. Introduced unit testing, test driven development, and pair programming into the team.
- Developed automated tests for Kinect-related shell features during the lead-up to Kinect launch.

Volt at Microsoft

Software Developer in Test - Xbox   May 2008 - Aug 2008

- Worked as part of the Xbox Foundation Team on development of the "Test Case Scheduler" test harness, which runs automated test cases and auto-files bugs. Also worked with team members on the UI automation technology.

Software Developer in Test - Natural Language Group   Aug 2007 - May 2008

- Developed automated tests to verify functionality of proofing tools, primarily the speller engine.

University of Washington

Research Assistant - Redmond Plasma Physics Lab   Sept 2004 - Aug, 2007

- Worked on an Innovative Confinement Concept device for magnetically confined fusion plasmas at the Redmond Plasma Physics Laboratory.

SKILLS

- Languages
  - C++, C#, Kotlin, JavaScript, Typescript, Python, cmd and bash scripts

- Software
  - Infrastructure as code: Ansible, Terraform, Packer
  - SAAS platform: Azure, HashiCorp tools (Consul, Nomad, Vault, Boundary), Elastic Search, Prometheus, Grafana, Launch Darkly, Datadog
  - Web Platforms: ASP.Net, Node.js, ktor, nginx
  - Cross-platform frameworks: Electron, Cordova, Unity
  - Testing Frameworks: MStest, Nunit, xUnit, pyunit, mocha, jasmine, jest, ava
  - Version Control: git & others

- Agile Development: Test Driven Development, Pair and Mob Programming, Scrum and Kanban
- Strong physics and mathematics background
- Design and construction (wiring and soldering) of simple electrical systems
- Enjoy working with a team
- Adept self-teacher

EDUCATION	**University of Washington** - Seattle, Washington	2004 – 2007
	Master of Science in Aeronautics and Astronautics	

- Depth Area of Study: Plasma Science

	University of Victoria - Victoria, British Columbia	2000 – 2004
	Bachelor of Science	

- Graduated with Distinction with a Major in Physics, and a Minor in Mathematics

INTERESTS   Building things, learning, coaching, pottery, drawing, playing
games of all sorts (athletic, board, and computer based),
creating games (board and computer based), space,
sustainable energy, home improvement, cooking, gardening.