

WORK EXPERIENCE	<b>Microsoft</b> , Redmond, WA <i>Software Engineer II - Xbox PC Experiences</i> Jan 2018 - Present <ul style="list-style-type: none"> <li>New Windows Game Bar             <ul style="list-style-type: none"> <li>Built infrastructure in Game Bar UWP app and Windows Explorer component supporting our unique shell experience</li> <li>Collaborated with multiple Windows teams identifying and implementing system changes necessary for our overlay</li> <li>Contributed to Windows Store updatability of the overlay shell experience, unlocking greater ship agility and enabling upcoming strategic PC experience plans</li> </ul> </li> </ul>
	<i>Software Engineer II - Xbox Vector Core SDK</i> Mar 2016 - Jan 2018 <ul style="list-style-type: none"> <li>Mixer Interactive - Share Controller             <ul style="list-style-type: none"> <li>Primary Owner of Xbox console plug-in for Mixer Interactive Controller Sharing</li> <li>Helped design feature to work with all Xbox games, leading to over 800% increase of daily active users of Mixer Interactive platform within one month of feature launch</li> <li>Provided technical mentorship to junior developer throughout their bring-up on Xbox Platform and OS service development</li> </ul> </li> <li>Native Mixer Streaming on Xbox One             <ul style="list-style-type: none"> <li>Primary owner of Mixer Streaming plug-in on Xbox. Contributed to Xbox video capture system service and Xbox Guide integration</li> <li>This platform-integrated experience led to rapid increase in Mixer streaming hours. Mixer content is now predominantly produced using the Xbox native Mixer experience</li> <li>Wrote initial prototype of Mixer streaming from Android, leading to funding and development of Mixer Create mobile app</li> </ul> </li> </ul>
	<i>Software Engineer I - Xbox Vesper Platform</i> Aug 2014 - Mar 2016 <ul style="list-style-type: none"> <li>Xbox One In-Home Game Streaming to Windows 10             <ul style="list-style-type: none"> <li>Developed first end-to-end prototype of in-home streaming of Xbox games</li> <li>Deeply collaborated with Windows Remote Desktop team and Windows SiGMa on development of Nano protocol and improvements to Xbox video capture system to enable low latency streaming</li> <li>Worked on Windows system service, network protocols, hardware encoder device driver improvements, and Windows 10 UWP client library</li> <li>Consulted for other teams within Xbox on new streaming-related products, including upcoming announced cloud-streaming product</li> </ul> </li> </ul>
PATENT APPLICATIONS	<b>Control Sharing for Interactive Experience</b> (Microsoft) 2018 <b>Low-Latency Mobile Device Audiovisual Streaming</b> (Microsoft) 2017
SOFTWARE DEVELOPMENT INTERNSHIPS	<b>eCommHub</b> , Atlanta, GA Sept - Dec 2013 <b>Microsoft - Xbox One Platform APIs</b> , Redmond, WA May - Aug 2013 <b>NCR</b> , Atlanta, GA Mar - Apr 2013 <b>Microsoft - Visual Studio</b> , Redmond, WA May - Aug 2012 <b>CodeGuard</b> , Atlanta, GA Feb - May 2012
PERSONAL PROJECTS	<b>Low-power Wearable Audio Necklace PCB</b> (Ongoing project) Jul 2018 <b>Keeb</b> (Custom mini keyboard PCB) Mar 2018 <b>EduLang</b> (Language/compiler/VM as an educational exercise) May 2017
EDUCATION	<b>Georgia Institute of Technology</b> , Atlanta, GA Grad. May 2014 B.S. Computer Science (Specializations: Devices, Platforms; Minor: Computing & Business)
PROGRAMMING SKILLS	<b>Proficient:</b> C++ (Modern C++ and C++/CX), C, C# Previous experience: Java, Ruby, Swift, Haskell, JavaScript, TypeScript, VHDL <b>Platforms:</b> Windows, Xbox One, Linux, OSX, iOS, Android