

Casey Irvine

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🌐 <https://github.com/irvinec> in <https://www.linkedin.com/in/caseyirvine>

SUMMARY

Software Engineer with 6+ years of experience at industry leaders. Proficient in C, C++ and Python. Passionate about learning, developer productivity, low-level programming, AI and Machine Learning, and developing software that improves quality of life.

SKILLS

- | | | | |
|--------------|--------------|-----------|-----------------|
| ○ C++ | ○ JavaScript | ○ Android | ○ PowerShell |
| ○ Modern C++ | ○ Java | ○ iOS | ○ Visual Studio |
| ○ C | ○ COM | ○ SQL | ○ Azure Dev Ops |
| ○ Python | ○ Windows | ○ CMake | ○ Scrum |
| ○ C# | ○ Linux | ○ WinDBG | ○ WinRT |

EXPERIENCE

Microsoft

Redmond, WA

Software Engineer

Aug 2011 – Aug 2014, Mar 2015 – Present

- C++, COM and WinRT development of core operating system and browser components.
- Windows, Windows Phone, Android, and iOS app development.
- Received Microsoft Patent Cube.
- Received Windows Phone Excellence in Execution Award.

Amazon

Seattle, WA

Software Engineer

Aug 2014 – Feb 2015

- Developed Python tools for testing service reliability and performance during server outages.
- Worked on data ingestion and aggregation pipeline.

EDUCATION

University of Arizona

Tucson, AZ

BS in Mathematics and Computer Science

Aug 2006 - May 2011

- Summa Cum Laude (GPA: 3.94/4.0).
- Undergraduate TA in Math and Computer Science.
- Undergraduate Research Team Lead.
 - Terahertz Thermal Emission Optimization with Genetic Algorithm.
 - <https://www.math.arizona.edu/~brio/VIGRE/THzEmission.html>

VOLUNTEERING

Bellevue College

Bellevue, WA

Mentor and Guest Speaker

Aug 2017 - Present

- Mentored students for summer game design program.
- Mentored students for undergraduate research in reinforcement learning.
- STEM Advisory Board member.
- 2019 Global Game Jam judge.