

# Casey Irvine

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

## SUMMARY

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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

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

## EXPERIENCE

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### 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 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

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### 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.
  - Computation Photonics with Genetic Algorithm.
  - <https://www.math.arizona.edu/~brio/VIGRE/THzEmission.html>

## VOLUNTEERING

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### 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.
- 2019 Game Jam judge.