JAMES HARDY WINDSOR

Full Stack Software Engineer II at Microsoft

@ jay@windsorfamily.org   📞 757-469-2491   ✉ 10495 NE 4th St, Apt. 501   📍 Bellevue, WA

in linkedin.com/in/jayhwindsor/   ⧉ j-windsor

EXPERIENCE

Software Engineer II
Microsoft

📅 Aug 2017 – Ongoing   📍 Redmond, WA

- One of two devs on BrowseCloud, an open sourced machine learning platform and web app for visualizing written customer feedback. Check it out on Github!
- Outlook Desktop - Developer working on general UX improvements in the Desktop. Currently pioneering rewriting some UI components in ReactNative and Typescript.
- Dynamics 365 for Talent - Full stack developer for Onboard app (Angular and C# Service Fabric backend). Implemented features to scale the service for use with the Windows group. As the only dev on the team, bootstrapped the project and performed initial design, and the team has since expanded. Within 5 months of starting the project, 70% of leads in the Windows adopted the tool.
- Worked on a variety of internal tools to manage build, test, and Git branching for Windows. This includes several React based web frontends and an AspNetCore API and orchestration layer. Currently working to reduce a ten-day manual process to a one-hour automated process.
- Author of popular Azure DevOps extensions, such as the WIQL to OData translator and the Banner Settings extension (which is used in around 1000 accounts).

Augmented Reality Engineer Intern
Huntington Ingalls - Newport News Shipbuilding

📅 May 2016 – Aug 2016   📍 Newport News, VA

- Helped write library in Unity to aid in the AR app design process. These tools included scripts that enabled drawing in 3D space, calculating areas and distances in the AR environment, downloading large Unity3D objects from a server, AR target detection using Vuforia, and much more. The library also contained common logic and UI.
- Developed AR applications that helped shipbuilders perform their work by showing where to paint or weld in AR, insure QA by overlaying the 3D model of a compartment on the actual compartment, and teach the US Navy on how to use the ship's equipment with AR training.
- Worked to jumpstart AR integration with the Internet of Things, and created APIs in Unity 3D to interface with shipyard IoT devices so equipment failures could be diagnosed in the AR environment. These devices are now placed in the shipyard's 5G network.

EDUCATION

B.S. in Computer Engineering
University of Virginia, School of Engineering and Applied Science

📅 Aug 2013 – May 2017   📍 Charlottesville, VA

3.890 GPA, 3.98 in-major GPA

🏆 **Awards and Honors**

- Louis T. Rader Chairperson's Award for Best Capstone Project
- Member of Tau Beta Pi Engineering Honor's Society
- Dean's List (All eight semesters)
- Intermediate Honors (Top 20% of class beginning of third year)

STRENGTHS

Systems Design | Algorithms | API Design | Cloud Infrastructure | .NET | Business Intelligence | Data Visualizations | HTML5 | Full Stack | UI/UX | Server Side JS | Telemetry | Authentication | Mixed Reality | Graphic Design | Public Speaking | Combined Engineering

SOFTWARE

C# / .NET	●●●●●
AspNetCore	●●●●●
Typescript	●●●●●
Angular	●●●●●
React	●●●●●
Java	●●●●○
Node.JS	●●●●○
T-SQL	●●●●○
Unity 3D	●●●●○
Python	●●●○○
C++	●●●○○
C	●●●○○
F#	●●○○○
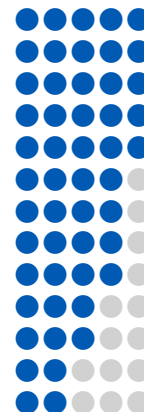
HARDWARE

- Digital Hardware - Familiar with the concepts of digital logic design and state machine design. Used a component layout to design a pipelined microprocessor that implements the MIPS instruction set.
- Analog Hardware - Familiar with the behavior of resistors, capacitors, operational amplifiers, MOSFETs, and BJTs, and have used combinations thereof to create filters and amplifiers on PCB.

FUN STUFF

🎵 **Music & Entertainment**

- Played drums for crowds of thousands in the regionally-acclaimed band *Llamas at Brunch* in Virginia.
- Sang with and served on the executive committee of the *Virginia Glee Club*, one of the oldest collegiate choirs in the US. Sang in a tour of Argentina and a concert in Carnegie Hall.
- Had a summer job designing lights for an internationally touring magician.