
EMPLOYMENT

Software Engineer	Microsoft	Jan 2019 – Current
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- Released a PowerShell Module, GitHub Action, and Azure Pipelines Task that enables users to easily code-sign their files with the Azure Code Signing service.
- Collaborated with multiple teams to design and implement a set of property pages and WPF dialogs which are used to customize .NET MAUI projects in the Visual Studio IDE.
- Set up and optimized automated compliance tasks in 10+ GitHub repository CI/CD build systems.
- Managed a remote vendor team responsible for testing of Visual Studio features with 4 quarterly OKRs.
- Increased the pass rate of integration tests to 99.9% by establishing a process for resolving flaky test bugs.
- Mentored 16 college students on growth and resilience over 6 weeks through the MS Tech. Resilience program.
- Founded a social connection committee with 5 members to organize monthly remote-friendly team events.

Graduate Research Assistant	E-Crime Investigative Tech. Lab	Jan 2017 – May 2018
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- Collaborated with a team of 11 to develop an iOS machine learning data extraction app for law enforcement.
- Programmed 3 data extraction systems based on computer vision and file meta-data analysis using Swift.
- Designed and implemented 7+ iterations of a novel wordbreaking (NLP) algorithm using Python (w/ NLTK).

VR Developer, Intern	Covalent Reality	Jun 2016 – May 2017
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- Led the development of 2 commercial VR experiences using UE4 (C++) and Unity 3D (C#).
- Developed a VR ArchViz template using UE4 (Blueprints) to reduce project initialization labor by ~90%.
- Created video tutorials and hosted weekly seminars to help new hires learn various aspects of VR development.

Graduate Teaching Assistant	Florida State University	Jan 2016 – May 2018
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- Delivered lectures to classrooms of 50+ students.
- Guided students through course material in recitations and office hours.
- Courses: Intro. to Programming (C++), Object Oriented Programming (C++), Computer Organization, AI.

EDUCATION

Tallahassee, FL	Florida State University	May 2015 – Aug 2018
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- MS in Computer Science. GPA: 4.0.

Boston, MA	Boston University	Sep 2011 – May 2015
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- BS in Biomedical Engineering with Minor in Mechanical Engineering. GPA: 3.0.

PUBLICATIONS

- Co-Author: **An Empirical Study on Efficiency of a Dictionary Based Viterbi Algorithm for Word Segmentation.** *2020 IEEE International Conference on Big Data, 2020.*
- Co-Author: **A Targeted Data Extraction System for Mobile Devices.** *Advances in Digital Forensics XV, 2019.*

LANGUAGES AND TECHNOLOGIES

- C#, .NET, XAML, WPF, UWP, MAUI, Python, JavaScript, Dart, C++, Swift, Java, C, NodeJS, HTML, CSS.
- Visual Studio, XCode, Android Studio, iOS/Android Development, Unreal Engine 4, Unity 3D.
- Git, Mercurial, Perforce, UNIX, LaTeX, MATLAB, Azure DevOps, GitHub.