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## EMPLOYMENT

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<b>Software Engineer II</b>	<b>Microsoft</b>	<b>Jan 2019 – Current</b>
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- Architected and developed an extensible (plugin model) command-line tool (C#) for desktop developers to code-sign their applications with certificates stored in Azure.
- Developed a command-line tool (C#) that allows users to diagnose compatibility issues with their code-signing certificates, reducing the average resolution time of feedback tickets by several days.
- Performed a competitive analysis between Visual Studio and 20+ products to identify areas of improvement, resulting in 2 new features and 2 new products.
- 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.

<b>Graduate Research Assistant</b>	<b>E-Crime Investigative Tech. Lab</b>	<b>Jan 2017 – May 2018</b>
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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).

<b>VR Developer, Intern</b>	<b>Covalent Reality</b>	<b>Jun 2016 – May 2017</b>
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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.

<b>Graduate Teaching Assistant</b>	<b>Florida State University</b>	<b>Jan 2016 – May 2018</b>
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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.

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## EDUCATION

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

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

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## 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.

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## LANGUAGES AND TECHNOLOGIES

- C#, 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.