SOFTWARE ENGINEER · FOCUSED ON ML & NLF

Seattle, WA

🛮 330-998-1645 | 🗷 matgrioni@gmail.com | 🄏 matgrioni.github.io | 🖸 matgrioni | 🛅 matgrioni

Education __

The Ohio State University

Columbus, Ohio

August 2014 - May 2018

B.S. IN COMPUTER SCIENCE AND ENGINEERING

· Minors in Mathematics and Linguistics

• GPA: 3.985

Work Experience _____

Microsoft Seattle, Washington

SOFTWARE ENGINEER

June 2018 - Present

- · Software engineer for Hardware Lab Kit, a test harness for the Windows device ecosystem enabling device and driver certification and bring up.
- · Simplified end user experience for test authors and customers through simplified test authoring and C# and Powershell tools.
- Improved devops processes through creation of test monitoring and reporting tool, automated log mining, and a 30% improvement in installation time.
- Use of Kusto and telemetry to understand and improve test behavior, reliability and run times. Identified build service with reliability issues responsible for 8% of failures and identified alternatives and increased robustness of dependency.
- Brought in a fresh perspective advocating for more CI tools, separation of internal tools from central Windows build, and functional coding techniques.

Quid, Inc.San Francisco, California

SOFTWARE ENGINEER INTERN

June 2017 - August 2017

- Investigated integration of news dataset into existing data acquisition pipeline.
- Use of Apache Spark and Kafka for parallel data processing and news article deduplication.
- Created ElasticSearch clients in Python for automated batch processing of sentiment analysis and Named Entity Recognition (NER).
- Benchmarking system for JavaScript physics engine and porting to Java service on backend.

The Ohio State University

Columbus, Ohio

Undergraduate Researcher under Marie-Catherine de Marneffe

September 2016 - May 2018

- Improved consistency of Universal Dependencies corpora by implementing and building on research in On Detecting Errors in Dependency Treebanks.
- · Created pipeline for sentiment analysis of Shakespeare plays using Folger's digital texts and Stanford CoreNLP tools.
- Implementing active learning approach in Latin NER system based on Perseus project, TreeTagger, and William Whitaker's words.
- · Publication and poster presentation at DepLing 2017, Assessing the Annotation Consistency of the Universal Dependencies Corpora.

Taivara Columbus, Ohio

WEB DEVELOPER

September 2015 - May 2016

- Experience with git and agile development to coordinate consulting work amongst 10+ developers.
- · Implemented timeout feature, input validation, and tenant styling on credit card application using Ruby on Rails, React, and Redux.
- Updated TicketFire Android app to current framework standards. Experience with RESTful APIs and adding feature to sell tickets.

Projects _____

pyconll

A minimal, all Python library to interface with CoNLL-U files, used for dependency treebanks and in linguistic research.

Albert: The Euchre AI

Evaluation of Monte Carlo tree search on a non-deterministic, imperfect information card game.

jiloj

Microservices combining topic classification, Spaced Repetition, and trivia for an optimized Jeopardy! training regimen.

Awards

2017	Top Tier Finisher, Make OHI/O	Columbus, Ohio
2016	Best Software Hack, Hack OHI/O	Columbus, Ohio
2015	Best Javascript Solution, Hack OHI/O	Columbus, Ohio
2015	3rd Place - Round Robin Competition, Honors Engineering Robotics Competition	Columbus, Ohio

Skills.

Programming LanguagesC#, Python, Java (advanced); Javascript, Ruby, C, C++ (intermediate); Go, Scala (project experience)Technologies.NET, SQL, Android, Ruby on Rails (intermediate); Spark, Kafka, Elasticsearch (project experience)Human LanguagesEnglish, Spanish (native); French, Italian, Esperanto (conversational)

JANUARY 7. 2020 MATÍAS GRIONI · RÉSUMÉ