

# Michael Maxwell

SOFTWARE ENGINEER SEATTLE, WASHINGTON

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## Summary

An accomplished software engineer with 4 years of impactful experience at Microsoft, I've thrived in collaborative environments, within my team & the broader open-source community. With a solid background in computer science & a passion for crafting exceptional products, I've consistently been valued for my dedication & problem-solving skills. I prioritize effective communication & a solutions-driven mindset in every project.

## Skills

**Languages** C#, Python, JavaScript, Node.js, C/C++, French, Java, React, HTML, CSS, SQL, NoSQL  
**Development** Git, Azure, AWS, Linux, Serverless, Docker, Agile, GitHub, Protocol Buffers, REST APIs, SDK Development

## Work Experience

### Microsoft

Redmond, Washington

SOFTWARE ENGINEER II — AZURE OBSERVABILITY

August 2021 - March 2023

- Contributed to the OpenTelemetry .NET SDK and worked with members of the community.
- Primary contributor, approver role, & initiator of a community OpenTelemetry Demo — 8+ languages, 1400+ stars, 100+ contributors.
- Used BenchmarkDotNet to identify how many buckets a histogram must have for binary search to outperform linear search.
- Added the capture of minimum and maximum value to histograms, ensured bounds in ascending order & distinct.
- Managed daily repository PR & issue monitoring and maintained alignment with API requirements & release timelines.
- Ensured thread-safe testing & addressed community-reported bugs promptly while maintaining effective communication within the team.

### Microsoft

Redmond, Washington

SOFTWARE ENGINEER — EDGE EXPERIMENTATION

June 2019 - August 2021

- Enabled safe feature experiments with a C# serverless PR approval bot enforcing rules.
- Developed an internal system for cataloging & monitoring 2000+ product features to ensure interoperability.
- Transitioned from daily email reports to a dashboard, reducing review time from hours to minutes per week.
- Parsed daily C++ code from Edge and Chromium to identify these feature struct definitions and included platforms.
- Implemented ingestion and decoding of Chrome's experiment service protobuf into blob storage & database every 15 minutes.

### Martello Technologies

Kanata, Canada

SOFTWARE DEVELOPER — SUMMER STUDENT

April 2018 - August 2018

- Revamped a legacy dashboard with reusable custom UI components in Vue.js & a REST API.
- Created a suite of asynchronous tests for CRUD operations on containers & devices using Mocha.
- Presented the project's progress every 2 weeks to the management team, shareholders & other developers.

### Carleton University: School of Computer Science

Ottawa, Canada

TEACHING ASSISTANT — FUNDAMENTALS OF WEB APPLICATIONS & INTRODUCTION TO COMPUTER SCIENCE II

September 2016 - December 2018

- Collaborated with other teaching assistants to both create rubrics & fairly grade assignments.
- Conducted weekly workshops surrounding the course's content & provided assistance during my office hours.

## Projects

### Mobile App — Internet over SMS

Ottawa, Canada

THIRD YEAR SOFTWARE ENGINEERING PROJECT

September 2017 - January 2018

- Developed an Android app for accessing cloud services via Twilio without WiFi.
- Implemented secure request transmission with encoding, encryption, and chunking.
- Created Node.js Cloud Services for tasks like Web Search, Maps, Lyrics, News, and Website Loading.
- Led a 4-person team, managing tasks, reviewing code, and building server infrastructure with a custom protocol.

## Education

### Carleton University

Ottawa, Canada

BACHELOR OF COMPUTER SCIENCE HONOURS: SOFTWARE ENGINEERING

September 2015 - April 2019

- Web developer & event coordinator for the cuHacking hackathon & Safe Walk Program volunteer.
- Parallel & Distributed Programming, Data Structures & Algorithms, Testing & QA, Web Development, Product Management.