

Avery Morin

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Proficient in Java, Javascript; Familiar with C# , OCaml, C

EXPERIENCE

Software Engineer July 2015 - present
Microsoft, Applications and Services Group - SharePoint team, Redmond, WA

- Modify legacy code to support new scenarios benefiting both admins and end-users without compromising existing functionality in the live service.
- Adapt backup/restore migration tool to create a backend API in order to copy files and associated metadata across Sharepoint sites at scale.
- Develop system to allocate scalable cloud storage resources on demand.

Software Development Engineer in Test, Intern Summer 2014
Microsoft, Applications and Services Group - SharePoint, Redmond, WA

- Identify key areas in SharePoint active monitoring system needing optimization in preparation for changes to the existing system.
- Implement and test optimizations (C# and PowerShell) to monitoring system.
- Work with partner teams in organizing rollout test plan of monitoring updates.

EDUCATION

Bachelor of Science, Honours Software Engineering, 3.7/4 GPA ... 2012 - May 2015
McGill University, Montreal, Canada

PROJECTS

Lisp-based Scriptable Chatbot March 2015 - present
github.com/bsansouci/lisp-bot

- Implement a lisp interpreter in Node.js with support for experimental features such as “parser macros” allowing the grammar to be rewritten at runtime.
- Integrate interpreter with Firebase and Facebook Messenger APIs, allowing each chat thread to maintain a persisted state across sessions.
- Allow users to define new functionality at runtime without leaving the chat application.

Unofficial Node.js Facebook Chat API February 2015 - present
github.com/Schmavery/facebook-chat-api

- Bridge the gap in time between official XMPP and chatbot APIs for Messenger.
- Reverse-engineer browser client code to provide easy-to-use functionality.
- Maintain an actively used API, responding to changes in the Facebook backend.

Tile-based top-down RPG in Java 2013 - 2015
github.com/Schmavery/procedural-time-travel-game

- Write tile engine with procedural world generation (using LWJGL).
- Write companion sprite metadata editor program in Java Swing.

HACKATHONS

WearHacks - TypeRing September 2014

- Use accelerometer data from the Nod ring to recognize letter gestures in an Android app and send them as input to Google Wear device (LG G Watch).
- Won Best Hack Using Nod accelerometer ring.

Shopify Hackathon - SuperText January 2014

- Google Chrome plug-in that offers autocomplete functionality in the browser.
- Won “Hacker’s Choice”, best project by community vote.