

# Blaze Kotsenburg

(435) 513-1028

blazekotsenburg@mac.com

blazekotsenburg.unityx.io

## Education

---

University of Utah, School of Electrical and Computer Engineering

**BS/MS in Computer Engineering** (Spring 2015 – Spring 2020)

Grade Point Average: **3.216**, Dean's List: Fall 2015, Spring 2015, Spring 2019

## Work Experience

---

### Software Engineer Intern, Microsoft

(Redmond, WA 2019)

- Developed a proof of concept (POC) to leverage Azure Data Factory (ADF) as a meta-data driven ingestion pipeline to replace ADF Framework
- Presented POC to engineering team for feedback and approval for model
- Designed the architecture for the data ingestion pipeline model in C# using ADF API

### NAND Test Engineer Intern, Micron

(Boise, ID 2018)

- Increased number of addressable blocks in fail-stream code to support future NAND products without the need for additional address bits
- Ensured minimal impact on test times after updating test code formats
  - Validated updates in routine test-flow comparing bad blocks in packaged-parts

### Real Estate Agent, Keller Williams

(Park City, UT 2012-2015)

- Designed and organized mailouts to prospect new clients and generate new leads
- Maintained social media, organized open houses, and negotiated contracts

## Relevant Experience

---

### Asteroids iOS (Spring 2019):

- Implemented the classic arcade game, Asteroids, in Swift for iOS
- Designed the app around MVC structure; Model and view each have loops for updating
- Hard-coded simple 2D kinematics for physics and used Core Graphics framework for graphics
- Click to view repo on GitHub

### Tappy Glide iOS (Summer 2018):

- Developed a 2D race style game using the SpriteKit frame work in XCode using Swift
- Integrated AdMob by Google to offer players rewards for watching ads
- Click to view repo on GitHub

### UnityX contributor (Fall 2018):

- Contributor to UnityX repository to build and update blazekotsenburg.unityx.io subdomain
- Used to host my resume (not yet mobile friendly)
- Click to view repo on GitHub

### Spreadsheet Application (Fall 2016):

- Created a backend model and GUI for a basic spreadsheet application using C# (similar to Microsoft Excel)
- Cell dependencies tracked using directed acyclic graphs that follow rules for order of operations
- Constructed a user interface to display the spreadsheet using the Windows Forms library