Rasa Rasiulyte

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Summary

At Microsoft, I was part of several key projects:

Movie Maker: I tested features like video effects, transitions, and titles. I also developed automation tests to check video outputs on different hardware, mainly focusing on graphic cards.

Office Publisher: I handled the quality of the text engine integration, the insert-image feature, and security. A major part of my role involved working with a distributed file fuzzing framework, which detected many security issues.

Expression Encoder: I worked on the 'smooth streaming' feature and conducted heuristic testing for video playback to ensure top-notch encoding and playback performance.

Xbox One: My main tasks were ensuring the quality of the initial OOBE user experience and system updates. I also had roles in the ADK and Backward Compatibility teams, where I did integration testing for ADK and worked on the infrastructure for backward compatibility testing.

Throughout my tenure at Microsoft, I navigated various phases of the software development life cycle across multiple projects. For some of these projects, I had the unique experience of completing several versions from inception to completion. My technical contributions were primarily in C# and C++. Alongside this, I honed my expertise in testing strategies, execution, and became proficient in agile methodologies.

After obtaining my master's in computer science from Johns Hopkins University, I gained a stronger foundation in data science and the Python programming language. This education bolstered my interest in machine learning and AI. I see a lot of potential for AI in areas like productivity, healthcare, and education. I'm currently focused on understanding the relationship between humans and AI and finding ways to make positive contributions in this space.

Experience

Software Engineer
Microsoft
Apr 2005 - Aug 2017 (12 years 5 months)
Microsoft - Movie Maker
Software Engineer in Test
2005 - 2006

Microsoft - Office Publisher
Software Development Engineer in Test
2006 - 2008

Microsoft - Expression Encoder and Silverlight
Software Development Engineer in Test

2008 - 2011

Microsoft - Xbox
Software Development Engineer in Test
2011 - 2015

Microsoft - Xbox Backward Compatibility
Software Development Engineer
2015 - 2017

Education

Johns Hopkins Whiting School of Engineering

Master of Science - MS, Computer Science

2020 - 2023

North Seattle College

Bachelor's degree, Application Development

2017 - 2020

Licenses & Certifications

Stanford University & DeepLearning.AI Machine Learning Specialization - Coursera

https://www.coursera.org/account/accomplishments/specialization/certificate/LPE4

Skills

Embedded Software • Java • Software Testing • Python (Programming Language) • Selenium • Software Design and Reliability • Human | AI interactions • Machine Learning • Project Planning • C#