Sasha Weiss (Alexander)

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EDUCATION

B.S. and M.S., Computer Science, Northwestern University — McCormick School of Engineering June 2018, Magna Cum Laude (GPA 3.87) — Evanston, IL

Notable courses: Design, Technology, and Research, Digital Forensics, Compiler Construction, Machine Learning, Human-Computer Interaction, Operating Systems, Programming Languages, Communication Networks, Algorithms

EXPERIENCE

Software Development Engineer, *Microsoft* — Microsoft Teams for Life/GroupMe

September 2018 - Present — Seattle, WA

- → Building the *Teams for Life* iOS client (TFL), a consumer-facing version of the Microsoft Teams communications app. Shipping to 100k+ internal users (Fall 2019), eventually 6M+ Teams users (Spring 2020).
- → Supporting rapid communications-app construction by developing *Teams-as-a-Platform*, rearchitecting the Teams iOS client to support apps built on Teams infrastructure. Consumed by ~100 developers on TFL.
- → Developing consumer authentication for *Teams microservices architectures* (C#, Azure, GraphQL), enabling TFL to leverage new and existing Teams services.
- → Increasing visibility of chat media by leading the *Teams Gallery feature* (iOS).
- → Reducing notification friction for *GroupMe*, by implementing notification grouping and "snooze" (iOS, Ruby).

Software Engineering Intern, *Braintree Payments* — Developer Experience

June 2017 - September 2017 — San Francisco, CA

→ Automated SDK development by building a *code generation tool* (Golang, Docker) to consume REST API specs and produce SDKs, targeting Java, Python, Node.js, and Ruby.

Teaching Assistant, Northwestern University EECS Department — Various courses

January 2016 - June 2018 — Evanston, IL

- → Led office hours and tutorial session in C++, Python, Racket to 100-400+ students/quarter.
- → Worked closely with faculty to develop instructional materials, coursework, and exams.

Research Lead, *Northwestern University Delta Lab* — Microreminders

March 2016 - January 2018 — Evanston, IL

- → Supported long-term behavior change by leading research into context-aware microreminding techniques.
- → Evaluated microreminding principles through iterative deployment of iOS reminder systems.

LANGUAGES AND TOOLS NON-WORK PROJECTS

Proficient itree (Rust): an interactive version of the `tree` utility. On Homebrew!

Swift, ObjC Bracket Jumper (TypeScript): a VSCode extension allowing easy bracket-based

navigation. 7700+ installs, community interaction via Github.

Experienced Symptomy (Dust): a library for notworked symphronized CLI ar

Python, Rust, Go, Shell

Syncterm (Rust): a library for networked, synchronized CLI apps. On crates.io!

Rocky (TypeScript): a networked, heuristic-based Parcheesi server + player.

ACTIVITIES AND INTERESTS

→ French language (conversational, Canadian accent), ballet + theater, dairy-based desserts, dogs, Star Wars.