

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

September 2018 - Present — Seattle, WA

- Building the *Teams for Life* iOS client (TFL), a consumer-facing communications hub. Shipping to 100k+ internal users (Fall 2019), eventually 6M+ Teams users (Spring 2020).
- Supporting rapid communications-app construction by developing *Teams-as-a-Platform*, a restructuring of the Teams iOS client to support partner apps building on Teams infrastructure. Consumed by ~100 developers.
- 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).

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.
- Prepared to open-source the SDK generator with documentation, tutorials, and samples.

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

Proficient

Swift, ObjC, Rust, Shell

Xcode, Git, Vim, Tmux, Cargo

Familiar

C#, Go, Python, Docker, GraphQL

NON-WORK PROJECTS

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

Bracket Jumper (TypeScript): a VSCode extension allowing easy bracket-based navigation. 7700+ installs, community interaction via Github.

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

Shoutkey 2.0 (Golang): a rebuild of the now-defunct shoutkey.com tool

ACTIVITIES AND INTERESTS

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