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; Communication Networks; Compiler Construction; Machine Learning; Operating Systems; System Design in Rust; Programming Languages; Algorithms

EXPERIENCE

Software Development Engineer, *Microsoft* — Xbox, Gaming Developer eXperiences

February 2020 - Present — Seattle, WA

➜ Developing the *Xbox Auth Library*, a high-performance cross-platform C++ client library (Windows, Android, iOS, proprietary platforms) supporting Xbox Live authentication for games and apps.

➜ Maintaining platform-specific components for iOS and Android, including sign-in UI and platform hooks.

➜ Redesigning the web sign-in/sign-up flows used across almost all platforms (framework-less).

➜ Triaging and responding to first- and third-party partners (e.g. Xcloud, Xbox App, Minecraft) with bug fixes and support requests.

Software Development Engineer, *Microsoft* — Microsoft Teams

September 2018 - February 2020 — Seattle, WA

➜ Developed client-backend infrastructure for the *Teams for Life* **iOS client**, a consumer version of the Microsoft Teams enterprise communications app. Shipped to 6M+ Teams users.

➜ Supported E2EE secret-sharing in the *Safe feature* (iOS) by building a network/persistence/security client SDK.

➜ Increased visibility of chat media by leading and building the *Media Gallery feature* (iOS).

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. Presented findings in a research manuscript, submitted to CHI 2017. Available upon request.

Teaching Assistant, *Northwestern University EECS Department* — Various courses

January 2016 - June 2018 — Evanston, IL

➜ Led office hours and tutorial sessions in C++, Python, and Racket for 100-400+ students/quarter.

➜ Worked closely with faculty to develop instructional materials, coursework, and exams.

LANGUAGES AND TOOLS

Proficient

Swift, ObjC

Experienced

C++, Rust, Python, Shell

ACTIVITIES AND INTERESTS

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

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. 7900+ installs, community interaction via Github.

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