

Simin Savani

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EDUCATION

The University of Georgia

August 2017 - May 2021

Bachelor of Science in Computer Science

New Media Institute Certificate

HOPE Scholarship Recipient

SKILLS SUMMARY

- **Programming Languages:** C, C#, C++, CSS, Go, HTML, Node.js, Java, JavaScript, Python, Swift, SQL
 - **Software:** 3DS Max Design, Adobe Photoshop CS4, Android Studio, AutoCAD, Autodesk Inventor, Linux/Unix, MacOS, Maven, Microsoft Office 2019, MySQL, SparkAR, Windows OS, XCode
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EXPERIENCE / INTERNSHIPS

Microsoft Redmond, WA

January 2020 – Current

Software Engineer I

- Implemented high-quality features for AzCopy, a command-line data migration tool that is used to move data to or from a storage account, and the Go SDK, SDK that is used to manage Azure services, in the language Go.
- Investigated issues in AzCopy and Go SDK by assisting customers or through intensive testing and debugging to promote high customer satisfaction.

University of Georgia, Disruptive Geospatial Technologies Laboratory Athens, GA

August 2020 – January 2020

Software Engineering Intern

- Worked collaboratively with the Geology and Psychology team to create and researched virtual reality and augmented reality experiences that would enhance classroom learning experience.
- Learned how to create high-quality filters using SparkAR and created filters that stimulate hearing loss, tinnitus, various types of vision loss, and models of different parts of the body (portfolio of filters can be found here: <https://www.facebook.com/sparkarhub/portfolios/ig/varealities/>)

Microsoft Virtual

May 2020 – August 2020

Software Engineering Intern

- Worked with the colleagues in the Azure Storage MPA XFE (Multi-Protocol Access, Front End) team to improve features in the Azure Storage Blob service by using C++ and C# programming languages.
- Fixed bugs in Azure Storage Blob services to enhance customer experience and learned about extensive testing and debugging techniques to ensure bugs were safely and correctly resolved.
- Founded and led a Disability Co-Creation team to develop the “Accessibility Series” and the “Disability Mentorship Program” to showcase the importance of accessibility and developing accessible technologies to Microsoft Interns.

Microsoft Redmond, WA

May 2019 – August 2019

Software Engineering Intern

- Collaborated with the employees in the AzureStack CI (Continuous Integration) to help improve the service of AzureStack.
- Developed a ChatBot for AzureStack CI and created an API that would be used in Microsoft Teams using Node.js and Azure Bot Service.

University of Georgia College of Engineering Athens, GA

October 2017 - December 2018

3D Modeler/Game Designer (Part-time)

- Developed 3D models and programmed for virtual reality intervention called My Pet which is a part of an NIH-funded research project to increase physical activity in children.
- Assisted team in setting up research locations at elementary schools where students were monitored over six months.

Google Code U Program Virtual Program

May 2018 - July 2018

CodeU Participant

- Worked in a team of three, including a Google Engineer, to develop a web chat application using Java and HTML/CSS during a 12-week program.
- Learned how to write code reviews and work on a team coding project through GitHub using Windows OS-Command Line.
- Participated in mock interviews with Google Engineers to prepare and build skills for actual coding interviews.

Kids4Coding Lawrenceville, GA

Technology Teacher (Full-time)

June 2017 - July 2017

- Taught a group of 12 to 20 young students about programming in languages such as Java and taught simple mobile application development.
- Collaborated with co-teacher and camp manager to improve flow of classes and teaching schedule.