Tanner Barlow

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WORK EXPERIENCE

Software Engineer 2 – Microsoft (Commercial Software Engineering), Redmond, WA - Mar 2019 - Present

- Designed, architected and implemented many features of VoTT, an open-source tool for image and video annotation, including the tag input component, dynamic help menu & cloud connections (Typescript, React, Redux)

Software Engineer – Microsoft (Commercial Software Engineering), Redmond, WA - Jan 2018 – Mar 2019

- Implemented cloud-agnostic serverless orchestrator for monitoring cloud resources (Python, Serverless)
- Contributed multiple features to Cloud Custodian, an open-source CLI tool for cloud subscription governance, including real-time metric filters, scheduled operations, and multi-subscription support (Python)
- Developed POC voice-driven Android application for hands-free control of stationary bicycle (Android)

Software Engineer Intern – Microsoft (Windows Localization), Redmond, WA - May 2016 – Aug 2017

- Designed and implemented big data pipeline and k-means clustering analysis of Windows telemetry with the goal of assigning a score for the "representation factor" of each device (C#, Internal Big Data Language)
- Created CLI tool to automate process of identifying actionable feedback from Windows users (C#)

Software Developer Intern – FamilySearch, Salt Lake City, UT - May 2015 – Aug 2015

- Enhanced and maintained CLI tool for running bulk operations on database of historical places (Java)
- Designed and created GUI to run on top of existing tool for users that struggled using the CLI (Java)

ADDITIONAL PROJECTS

- **TaskBoardAssistant** – Designed and implemented policy engine for automated management of Kanban-style task boards and published as NuGet package. Deployed serverless functions to execute policies on timer (C#, Serverless)
- **FoolTheAI** – Developed web application for "human-in-the-loop" verification of crowd-sourced collection of training data for computer vision models (C#, ASP.NET)
- **Guide** - Architected and developed backend services for audio tour-guide mobile application, including functionality for content creation, encoding and delivery via streaming or progressive download (C#, Azure)
- **LearnItYourWay** – Designed and implemented API for uploading a simple dataset, training a model, and returning an endpoint to the user which can then be referenced to make future predictions (Python, Flask)

OTHER EXPERIENCE

- PyCon Attendee 2018 & 2019 (participated in PyCon Dev Sprints in 2018)
- Co-Founder and Director of Technology for HackTheU (University of Utah official hackathon)
- Founder and President of Computer Programmers at the U of U (CPU of U)
- Microsoft Intern Ambassador (Aug 2016 – July 2017) & Student Partner (Jan 2016 – July 2017)

EDUCATION

Bachelor of Science: Computer Science
University of Utah, College of Engineering, Salt Lake City, UT
Cumulative GPA: 3.75/4.00

Awards: Honors at Entrance Scholarship, Everton Scholarship, Haglund Scholarship, 8-time Dean's list