Tanner Barlow

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WORK EXPERIENCE

**Software Engineer 2 – Microsoft**. Redmond, WA -Mar 2019 - Present

* Designed, architected and implemented many features of VoTT, an open-source tool for annotating images and videos, including (React, Redux, Typescript)

**Software Engineer – Microsoft**. Redmond, WA -Jan 2018 – Mar 2019

* Implemented serverless orchestrator for monitoring cloud resources (Python, Azure Functions)
* Contributed multiple features to Cloud Custodian, an open-source CLI tool for managing cloud subscriptions, 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**. 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
* Created C# CLI tool to automate process of identifying actionable feedback from Windows users

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

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

OTHER EXPERIENCE

* TaskBoardAssistant - Designed and implemented policy engine for automated management of Kanban-style task boards. Deployed serverless functions to execute policies on timer (C#)
* PyCon Attendee 2018 & 2019
* Architected and developed backend services for audio tour-guide mobile application, including functionality for content creation, encoding and delivery via streaming or progressive download
* 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