Tanner Barlow

tanner.barlow12@gmail.com | GitHub: tbarlow12 | https://tannerbarlow.com/

SKILLS

Python, C#, Node.js, TypeScript, JavaScript, Java, React, Serverless, NLP, ML/AI

WORK EXPERIENCE

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

- Top contributor to the Serverless Framework Azure Functions plugin. Added support for running locally, rolling back code/infrastructure deployment, skipping of identical deployment, Linux support, Python support and more
- 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, and dynamic string localization

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

- 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
- Designed and implemented features for a cloud-agnostic serverless orchestrator for monitoring cloud resources
- Developed POC voice-driven Android application for hands-free control of stationary bicycle

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. Assigned score for the "representation factor" of each device in order to amplify feedback of highly representative users
- Created CLI tool to automate process of identifying actionable feedback from Windows users

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
- Designed and created GUI to run on top of existing tool for users that struggled using the CLI

ADDITIONAL PROJECTS

- **TaskBoardAssistant** – Policy engine for automated management of task boards. Published as NuGet package.
- **FoolTheAI** – "Human-in-the-loop" verification of crowd-sourced data collection for computer vision models. Users take pictures of objects and try to "fool" the model. Goal was to collect noisy training data for SeeingAI application
- **Guide** – Mobile application for creating and consuming location-specific content (crowd-sourced audio tour guide). Sole developer for backend of application, including the API, cloud infrastructure and content delivery

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