

Zachary Minot

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Experience

MICROSOFT

Software Engineer II

Jul. 2023 - Present

- Defined and held continuous strong contribution to the control plane development of a not-yet-public Azure product (**C#/ .NET/ASP.NET/Kubernetes/Azure**)
- Contributed to the private preview and eventual public preview release of the product, managed production rollouts to the running service and solving live issues

GEORGIA TECH - COLLEGE OF COMPUTING

Graduate Teaching Assistant for Deep Learning

Aug. 2022 - Dec. 2022

- Assisted in managing a 100+ student graduate-level artificial intelligence course that covered deep learning topics from basic neural networks through transformers
- Held office hours, revised existing **PyTorch/Jupyter** homeworks, graded assignments, and responded to student questions

MICROSOFT

Software Engineering Intern

May 2022 - Aug. 2022

- Designed and built a custom radio frequency FPGA block to convert from a proprietary packet type to the DIFI standard using **SystemVerilog** and **C++**, paving the way to half the radio hardware price
- Implemented a DIFI packet C++ library and a 'middleman' proprietary to DIFI packet software, installed/compiled via **CMake**

GEORGIA TECH - COLLEGE OF COMPUTING

Head Teaching Assistant

May 2020 - May 2022

- Trained and Led 15+ TAs across 4 different teams, working closely with the professor while balancing normal TA responsibilities including office hours and grading students' work
- Supervised an overhaul of a project-based **Object-Oriented Design** course with 470-530+ students

AMAZON

Software Development Engineer I Intern

May 2021 - Aug. 2021

- Designed and constructed a monthly calendar view in an internal dashboard for specific events in **Angular/Typescript**, saving both business users and SDEs time and effort in editing and testing
- Identified unsupported packages and defective unit tests within the existing project and created plans to fix the issues

ROCKEFELLER CAPITAL MANAGEMENT – MERLIN WEALTH MANAGEMENT

Software Development Intern

Jan. 2021 - May 2021

- Extended internal application to aid in management of company data with **React** and **Python Flask**

CONVOPANDA

Software Intern

May 2019 - Jan. 2020

- Full-stack development using **Ruby on Rails, Bootstrap, and HTML/CSS/JS**

Projects

MACHINES ARE AMONG US

Co-Developer

Fall 2020

- Training Recurrent Neural Networks (LSTMs) to "communicate" back and forth to determine which of them is an imposter and attempting to find interesting results, inspired by the game Among Us
- **Built with: Pytorch, Python**

Education

Georgia Institute of Technology

Class of 2023 – 4.0 GPA

- M.S. in Computer Science
Computing Systems

Georgia Institute of Technology

Class of 2022 – 3.96 GPA

- B.S. in Computer Science
Systems/Architecture and Intelligence

Skills

LANGUAGES

- C#
- Bash/Shell
- C++/C
- Verilog/SystemVerilog
- Java
- Python
- x86/x86_64
- HTML/CSS/Javascript
- Typescript

TECHNOLOGIES

- .NET/ASP.NET
- Microsoft Azure
- Kubernetes
- Dapr
- Git/GitHub/AzureDevOps
- Linux
- Xilinx Vivado
- Pytorch/Scikit-Learn/NumPy

MISCELLANEOUS

- Board Games and D&D
- Drums and Bass
- Frisbee

Relevant Courses

SYSTEMS

Advanced Operating Systems, Real Time Systems, Operating Systems, Computer Systems and Networks, Processor Design

- Course GPAs: 4.0

A.I./OTHER

Machine Learning, Deep Learning, Computer Vision, Data Structures and Algorithms

- Course GPAs: 4.0