

Michael Maxwell

SOFTWARE ENGINEER SEATTLE, WASHINGTON

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Summary

Creative and driven software engineering graduate with great communication and well-developed programming skills. Had the opportunity to work with many people on several projects by competing at hackathons throughout and beyond my undergrad. Passionate about saving cycles and bytes which is why parallel & distributed computing where hardware is fully utilized and where performance metrics are critical interests me.

Skills

Languages C#, JavaScript, Python, Java, C/C++, React, SQL

Development Git, Azure, Azure DevOps, Serverless Architecture, Linux, Agile Development, Protocol Buffers, REST APIs

Work Experience

Microsoft

Redmond, Washington

SOFTWARE ENGINEER — EDGE EXPERIMENTATION

Jun. 2019 - Present

- Built a system for Edge team members to understand and be able to monitor changes to the 2000+ features the product contains, including default states, Edge & Chrome experiments with interoperability being a key goal
- Implemented by parsing the code of 4 official Edge builds and Chromium daily with a grammar for struct definitions and platform information
- Supported the ability to get historical states of features by checking out old branches
- Ingesting and decoding a protobuf from Google's experiment service into Azure Blob Storage and a SQL database every 15 minutes
- Automated rules for a pull request approval bot implemented by a C# Azure Function which sped up developers ability to safely create experiments for their features with minimal human involvement

Martello Technologies

Kanata, Canada

SOFTWARE DEVELOPER — SUMMER STUDENT

Apr. 2018 - Aug. 2018

- Replaced a legacy dashboard with a Vue.js application which interacted with our REST API
- Developed reusable custom Vue.js UI components for our internal library (e.g. a modal, a filtered sorted table)
- Created a suite of Mocha tests on currently supported CRUD operations of containers and devices
- Presented my progress at biweekly sprint meetings to the management team, shareholders, and all other developers

Carleton University: School of Computer Science

Ottawa, Canada

TEACHING ASSISTANT — FUNDAMENTALS OF WEB APPLICATIONS & INTRODUCTION TO COMPUTER SCIENCE II

Sep. 2016 - Dec. 2018

- Held office hours, organised & ran weekly workshops following the course's content & assignments
- Graded assignments using a rubric that all the teaching assistants collaborated to create

Projects

Contrasting Game Architectures — Entity Hierarchy vs. Entity Component System

Ottawa, Canada

COMPUTER SCIENCE HONOURS PROJECT

Jan. 2019 - Apr. 2019

- Compared the development process, testing, & quality metrics of a 2D platformer game using both architectures
- Gained game development interest and skills through implementing both architectures using C++ and the SFML2 graphics library
- The abstract can be found at: service.scs.carleton.ca/node/4762

Mobile App — Internet over SMS

Ottawa, Canada

THIRD YEAR SOFTWARE ENGINEERING PROJECT

Sep. 2017 - Jan. 2018

- Make requests to our cloud services using only SMS - for when you don't have WiFi or a data connection
- The app sends custom encoded requests via SMS to a Twilio phone number which routes the request to our server and replies back with the servers response as one or more text messages
- Node.js Cloud Services: Web Search, Map Directions, Song Lyrics, News, Load Websites, etc.
- Lead a team of four students, assigned weekly tasks, reviewed pull requests & developed the server using a custom transfer protocol

Education

Carleton University

Ottawa, Canada

BACHELOR OF COMPUTER SCIENCE HONOURS: SOFTWARE ENGINEERING

Sep. 2015 - Apr. 2019

- Relevant Courses: Parallel Programming, Design & Analysis of Algorithms, Software Quality Assurance, Software Product Management
- Extra-Curricular Activities: Student-lead hackathon organiser responsible for the website & Campus safe walk program volunteer