

Education

Milwaukee, WI

**Milwaukee School of
Engineering**

Sep 2013 | May 2017

- BS in Software Engineering.

Work Experience

Software Engineer

Microsoft

Jul 2021 – Oct 2023

Remote

- Pioneered applications for Microsoft Viva Connections and pushed further requirements for Adaptive Card Extensions
- Made internal tools for Microsoft employees, such as developing campus transportation app to be used by 50k employees at Microsoft's Redmond location
- Investigated and integrated OCR + AI tooling into HR app to allow users to upload receipt for reimbursement
- Technologies used: TypeScript, C#, Adaptive Card Extensions, Azure, Azure Document Intelligence

Software Engineer

Google

May 2019 – Nov 2020

Sunnyvale, CA

- One of the primary developers for Row Level Security in BigQuery, a \$1 billion app which required extreme levels of care and reviewing process
- Made changes to ZetaSQL spec and parser to implement RLS into the language
- Added security checks to Dremel internals to allow access control
- Technologies used: C++, Java, JavaScript, Python, Angular

Software Engineer

Brady Corporation

Aug 2017 – May 2019

Milwaukee, WI

- Improved upon inspection management software, worked directly with onsite inspector to optimize their workflow and used their input to write and prioritize user stories
- Created microservices in Azure using WebApps and spearheaded the transition to Azure Functions to reduce costs thousands of dollars a month
- Contributed on both web app to allow easy management of scheduling inspections and mobile app for easy onsite inspection with phone or tablet
- Standardized API design pattern for the entire platform
- Technologies used: ASP .NET, C#, TypeScript, React, Cordova, Azure, CosmosDB, Azure Functions, WPF

Software Engineering Intern

Direct Supply

Jun 2015 – May 2016

Milwaukee, WI

- Developed .NET based eCommerce platform while learning C# from scratch
- Designed and developed API for supplier site using Python
- Technologies used: ASP .NET, C#, VB, Python, Django, JavaScript, AngularJS

Skills

- Programming Languages: TypeScript/JavaScript, C#, Rust, Java, C++, Python

- Other Applicable Skills: Agile Scrum, Git, Linux and Windows development environments, Web, Mobile, Desktop, and Cloud development experience, SQL, CI/CD

Projects

- **Smart Console** (<https://github.com/Awkewainze/SmartConsole>) A touchscreen based IOT app that shows basic information about local devices and current conditions, including current time, weather, ability to control lights, and see moisture level of houseplants using moisture sensors. Raspberry Pi, React, TypeScript
- **Friendbot** (<https://github.com/Awkewainze/FriendBot>) A simple, silly chatbot used for fun activities on my friend group chat server. I also used it as a way to teach friends how to code and also play with implementing different design patterns; adding dependency injection, permission system, etc... TypeScript
- **Various Hardware Projects** I have been making it a goal in recent months to learn more about understanding more about the hardware world. In school I was only taught very briefly about the lower levels of computers, so I am working on filling in my own gaps of knowledge. I have learned how to solder and put together a simple ESP board controlled traffic light for my roommates to see my current status (home, do not disturb, away) Arduino, Raspberry Pi, Soldering