

Aiden Lee

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EDUCATION

Carnegie Mellon University
B.S. in **Information Systems**
Minor in **Computer Science**
and **Human-Computer Interaction**
Sept 2014 - May 2020

LANGUAGES

- Java
- Python
- C++
- C#
- C
- JavaScript
- Ruby on Rails
- Go
- Scala
- React
- OCaml
- Linux

TOOLS

- AWS
- Azure
- Kubernetes
- Docker
- PostgreSQL
- MySQL
- DynamoDB
- Firebase
- Splunk

EXPERIENCE

Software Engineer @ Microsoft (Redmond, WA)

Aug 2021 – Current

- Working in the Score Cloud team at Azure Cloud to build **IoT infrastructures** for managing IoT devices in the cloud, empowering over 250 million Azure Cloud customers
- Developed an **Azure IoT management service**, enabling Azure customers to effectively manage their IoT devices in the cloud, resulting in a 10% increase in revenue for Azure service subscriptions by using distributed systems, C#, REST API, and Azure Cloud Shell
- Created a Virtual Machine management platform for Azure engineers, leading to a 20% increase in deployment efficiency and a 30% reduction in hardware costs by using microservices, C#, REST API, and .NET

Software Engineer @ The Climate Corporation (Seattle, WA)

July 2020 – May 2021

- Automated **personalized recommendations** for 80,000 customers based on their portfolios, lands, and crops using Java and Scala, and deployed the automation microservice in Docker containers in Amazon ECS and AWS architecture
- Architected a data model execution platform to run data science models at scale and in parallel, resulting in a 15% increase in throughput
- Developed automated API test suites in Scala and ScalaMock, leading to a 20% increase in throughput performance with stack tracing logs

Software Architect Intern @ The Climate Corporation (Seattle, WA)

May 2019 – Aug 2019

- Implemented a **distributed state tracking system** for asynchronous microservices using Java, Scala, Scalatra, and PostgreSQL, resulting in real-time service state monitoring, a 20% reduction in latency, and a 30% increase in system scalability
- Architected big data pipelines and microservices infrastructures for the creation of a recommendation platform for a team of 50 engineers

Software Engineer Intern @ ASML (Wilton, CT)

June 2018 - Aug 2018

- Engineered an **automatic program repair system** through genetic programming to automatically fix errors and bugs by emulating biological evolution, achieving a 98% reduction in software bugs, using C, Shell-Script, and file I/O
- Built data visualization software that visualizes the code reviews for 15,000 engineers, resulting in a 20% increase in code review efficiency, using Python, REST API, and React