

Sasha Weiss (Alexander)

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EXPERIENCE

Software Development Engineer II, *Microsoft* — Xbox, Gaming Developer eXperiences

February 2020 - Present — Seattle, WA

- Developed the *Xbox Auth Library*, a high-performance cross-platform C++ client library supporting authentication with Xbox for games and apps (Windows, Android, iOS, others). ~25MM app launches/day.
- Owned mobile (iOS/Android) stack, including (web-based) UI, build systems, and distribution.
- Designed and built framework/tooling for cross-plat automated scenario tests, incl. network/storage mocking, IDE integration, “write once, test on all platforms”, boilerplate code generation.
- Redesigned and maintaining web signin/signup flows (framework-less) used across all platforms.
- Supported 1pp/3pp partners (e.g., Xbox App, Minecraft, Halo Infinite), incl. bug fixes and documentation.

Software Development Engineer, *Microsoft* — Microsoft Teams

September 2018 - February 2020 — Seattle, WA

- Developed client-backend infrastructure for the *Teams for Life iOS client*, a consumer version of the Microsoft Teams enterprise communications app. Shipped to 6M+ Teams users.
- Supported E2EE secret-sharing in the *Vault feature* (iOS) by building a network/persistence/encryption SDK.
- Increased visibility of chat media by leading and building the *Media Gallery feature* (iOS).

Research Lead, *Northwestern University Delta Lab* — Microreminders

March 2016 - January 2018 — Evanston, IL

- Supported long-term behavior change by leading research into context-aware microreminding techniques.
- Evaluated microreminding principles through iterative deployment of iOS reminder systems. Presented findings in a research manuscript, submitted to CHI 2017. Available upon request.

EDUCATION

B.S. and M.S., Computer Science, *Northwestern University* — McCormick School of Engineering

June 2018, Magna Cum Laude (GPA 3.87) — Evanston, IL

Notable courses: Design, Technology, and Research; Digital Forensics; Communication Networks; Compiler Construction; Machine Learning; Operating Systems; System Design in Rust; Programming Languages; Algorithms

LANGUAGES AND TOOLS

Proficient

C++ (primary), Swift, Git

Experienced

ObjC, Rust, Python, Java, shell

NON-WORK PROJECTS

itree (Rust): an interactive version of the ``tree`` utility. On Homebrew!

Bracket Jumper (TypeScript): a VSCode extension allowing easy bracket-based navigation. 21k installs, community interaction via Github.

Syncterm (Rust): a library for networked, synchronized CLI apps. On crates.io!

ACTIVITIES AND INTERESTS

- French language (conversational, Canadian accent), Formula 1 racing, dairy-based desserts, cats, Star Wars.