

Summary

Software Engineer at Microsoft with experience in accessibility research, computer graphics, animation, and UI/UX design. I am quick, dedicated, and flexible. Academic & industrial background, including published talks and in-production web apps.

Education

Washington University in St. Louis

Bachelor of Science in Computer Science; minors in Design & Physics

- CSE Outstanding Sophomore Award

Graduated 2017

GPA 3.58/4.0

2015

Skills

Computer Languages

- Fluent in PHP, HTML, CSS, JS, C++, C#, Java, & Python; experienced with Ruby, shell, & make; used Obj-C

Spoken Languages English; conversational Spanish & Hebrew

Design Programs Adept at Photoshop & Illustrator; experience with Maya & Mudbox

Employment

Software Engineer, Microsoft WDG Accessibility Group

- Improve and support Windows Narrator and Magnifier

August 2017 — Present

Redmond, WA

CTO & Partner, Memento

- Develop, deploy, and maintain HIPAA-compliant application

August 2016 — Present

St. Louis, MO

Software Development Intern, Microsoft Dynamics CRM

- Designed & scaffolded complex systems in massive (2GB+) codebase

June 2016 — August 2016

Bellevue, WA

(Head) TA, CSE102 Washington University in St. Louis

- Trained TAs for massive roll-out (10 → 70 → 300 students)

- Wrote, developed, & deployed novel course content

Sept 2014 — December 2016

St. Louis, MO

Frontend Development Intern, Hull.io

- Analyzed & implemented test suites for ongoing development

May 2015 — August 2015

Atlanta, GA

Research Assistant, Georgia Tech Sonification Lab

- Designed unprecedented modular screen reader for web content

- Programmed audio-driven game for visually impaired 4th- and 5th-graders

June 2012 — May 2015

Atlanta, GA

Talks

Stolovitz, B., Batterman, J.M., & Walker, B.N. (2015). *Extending the CSS Mentality to Practical Rule-Based Screen Readers*. Presented at the 30th Annual International Technology and Persons with Disabilities Conference (CSUN 2015), San Diego, CA (March 4–6).

Activities

Illustration, Photography, & Animation

- Wrote and animated *When the Rain Started*, a digital short
- Photographed cover for Winter 2016 issue of *Airsoft Insider*

August 2010 — Present

A cappella Technical Chair, PR Chair, and Tenor

- Redesigned visual identity for The Aristocats, WUSTL's all-Disney a cappella
- Rewrote ACAC audition site for all 11 groups on campus; handled over 200 auditionees in three days
- Recorded and produced multitrack group recordings

August 2014 — May 2017