

## 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.

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## 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

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## Skills

### Computer Languages

- Fluent in HTML, CSS, JS (React/Redux & vanilla), C++, C#, PHP, Java, & Python; experienced with Powershell

**Human Languages** English; conversational Spanish, ASL, & Hebrew

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

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## Employment

**Software Engineer**, Microsoft COSINE accessibility (IFE) team

August 2017 — Present

- Improve and support Windows Narrator and Magnifier
- Write and edit onboarding guide used by all new Windows engineers

Redmond, WA

**CTO & Partner**, Memento

August 2016 — Present

- Develop, deploy, and maintain HIPAA-compliant application

St. Louis, MO

**Software Development Intern**, Microsoft Dynamics CRM

June 2016 — August 2016

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

Bellevue, WA

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

Sept 2014 — December 2016

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

St. Louis, MO

- Wrote, developed, & deployed novel course content

**Frontend Development Intern**, Hull.io

May 2015 — August 2015

- Analyzed & implemented test suites for ongoing development

Atlanta, GA

**Research Assistant**, Georgia Tech Sonification Lab

June 2012 — May 2015

- Designed unprecedented modular screen reader for web content

Atlanta, GA

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

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

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## Activities

### Illustration, Photography, & Animation

August 2010 — Present

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

**A cappella** Technical Chair, PR Chair, and Tenor

August 2014 — May 2017

- 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