Abaho Katabarwa

abahocodes.github.io
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EDUCATION

Brown University - MS in Computer Science - 2019
Stanford University - BS in Computer Science - 2015

SKILLS

- Proficient in various programming languages (eg. Scala, Typescript/Javascript, Python, Java, C++/C, C in order of proficiency)
- Comfortable with various front-end frameworks (eg. iOS, Android, React & React Native, Flutter)
- Comfortable with back-end frameworks and tools for building server-client applications
- Proficient with ML and Deep Learning algorithms and tools (eg. Pytorch, Tensorflow)
- Proficient with Linux-based platforms

EXPERIENCE

MICROSOFT - SEMANTIC MACHINES | Senior Software Engineer
Sep 2023 – Present | Seattle, WA

- Contributed to enterprise copilot POC
- Developed and maintained infrastructure for evaluation of enterprise and consumer copilots
- Designed and developed calibration infrastructure to validate and track evaluation fidelity
- Onboarded and mentored junior full-time engineers

MICROSOFT - SEMANTIC MACHINES | Software Engineer II
Feb 2020 – Sep 2023 | Seattle, WA

- Built and maintained framework tooling for a conversational AI SDK in the form of a VSCode client extension + language server and a CLI
- Contributed to the development of the conversational AI SDK and its paired documentation
- Guided customer teams in the usage of the conversation AI SDK
- Built and optimized tools to increase Semantic Machines developer productivity (eg. CI pipelines, optimizing training pipelines, alerting systems, setting up StackOverflow, etc)
- Designed projects for interns and new employees and guided them to completion

MICROSOFT | Software Engineer Intern
June 2019 – Aug 2019 | Cambridge, MA

- Developed a mobile application that leveraged Microsoft Cognitive Services and image transformation neural networks to empower students to create art
- Architected and built a ReactJS powered community display to showcase students' AI generated art in a major cultural institution

BOWERS & WILKINS | Software Engineer
June 2015 – June 2018 | Redwood City, CA

- Built the application layer and the proprietary SDK for a Broadcom-based VideoHub set-top box
- Delivered critical features on an iOS application that would serve as the client to the aforementioned VideoHub
- Architected, developed, and delivered an IP camera network discovery and media streaming engine
- Developed a hierarchical multi-process system-wide persistent data store
- Architected, developed, and delivered an audio source/sink manager that sits as the software cornerstone to a suite of networked synchronized speakers
- Developed the third-party audio plugins that enabled Spotify, Roon, and AirPlay support in a multi-media ecosystem