KASEY COHEN

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EXPERIENCE

WMI WORLDWIDE Bellevue, Washington, June 2015 – present

Software Engineer (Microsoft Vendor), June 2016 – present

- Design, deliver, and maintain ERP suite to capture SLAs and report KPIs
- Full-stack ASP.NET MVC data driven development
    - Deliver elegant and functional UI/UX with HTML5, CSS3, and JavaScript/JQuery
    - Design database schema and create SQL stored procedures for new features
- Cross team collaboration to communicate technical specifications and requirements
- Full agile life cycle development

Software Development Engineer in Test, June 2015 - June 2016

- Discovered, triaged, resolved problem areas in production application code
- Improved code server-side efficiency in legacy code and shrunk lines of C# code
- Communicated with end-users to eliminate pain points/improve application use efficiency

UNIVERSITY OF WASHINGTON BOTHELL June 2015 – June 2016

Software Developer

- Slashed application level collision-free agent migration by 42% with a library level implementation
- Performed complexity analysis to determine the effectiveness of algorithms
- Designed algorithms for a paralleled and distributed computing environment

Project Manager

- Produced example Linux make files to jump start new user's application development on the MASS C++ library
- Launched the MASS C++ to the public with updated manual/technical documentation and example Linux scripts

COURSES

PARALLEL AND DISTRIBUTED COMPUTING

Developed a distributed file system using Java RMI to implement a delayed-write and a server-initiated invalidation which maintained session semantics on client-cached files with a multi-threaded server

NETWORK DESIGN

Implemented a sliding window algorithm, built on top of UDP, to create congestion control and maintain reliable in-order delivery

Developed online multiplayer text-based game in Python

RESEARCH

DISTRIBUTED SYSTEMS LABORATORY'S MULTI AGENT SPATIAL SIMULATION (MASS) LIBRARY

MASS is a paralleled-computing library used to make large, scientific spatial simulations based on multi-agents "living" on distributed places.

Studied multi-agent migration to improve performance for applications prohibiting agent collisions

PUBLICATIONS

Bowzer, C., Phan, B., **Cohen, K.**, Fukuda, M. (2017) "Collision-Free Agent Migration in Spatial Simulation" Multi-Agent Systems and Simulation (MAS&S'17) *in press*

EDUCATION

UNIVERSITY OF WASHINGTON June 2016

Bachelor of Science in Computer Science and Software Engineering

Dean's List: Autumn 2015, Winter 2016, Spring 2016