

OMAR RAHMAN

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Seattle, WA

BACKGROUND

Software engineer with 3.5+ years of experience developing and shipping Windows accessibility platform and application software over multiple releases. Interested in broadening my experience to other technologies and platforms.

SKILLS & ABILITIES

- C++, C, Python
- Multi-threaded programming
- Win32, UWP/WinRT
- Version Control (Git, SVN)
- Windows Performance Analyzer (WPA)
- Windows Debugging Tools (WinDbg)
- Some functional programming (OCaml)
- Some Linux and iOS programming

EDUCATION

Carnegie Mellon University – Pittsburgh, PA – B.S., Computer Science

- Minor in Language Technologies (NLP, Speech Recognition)

EXPERIENCE

Microsoft – Redmond, WA

September 2018 – Present

Software Engineer 2 – Windows Accessibility Team

- Analyzed low-level C++ accessibility platform performance using Windows Performance Analyzer (WPA) and identified CPU bottlenecks, paving the way for both targeted optimizations and broad-scale architectural evolution.
- Developed generic and secure accessibility platform connection handshake mechanism to support advances in the rest of the Windows platform.
- Led the design and prototype of new accessibility technology in collaboration with partner teams to demonstrate product viability.
- Extended internal platform debugging tooling, developed PowerShell scripts, and wrote documentation to improve team productivity.
- Worked in several large, legacy codebases with a goal to gradually modernize.
- Actively engaged in design and code reviews across all team projects.

Microsoft – Redmond, WA

August 2016 – August 2018

Software Engineer – Windows Accessibility Team

- Integrated Azure Cognitive services into the Windows screen reader to enable on-demand image reading of machine-generated descriptions.
- Stood up and managed Azure API management gateway to delegate API calls from Narrator to cognitive services backend for image processing.

- Implemented accessibility platform and Narrator screen reader support for next-generation Windows shell experiences.
- Implemented UX for new Windows accessibility features, including braille support in Narrator.

Audible – Newark, NJ

May 2015 – August 2015

Software Engineer Intern – Audible for iOS Team

- Implemented supplemental PDF reader feature for the Audible iOS application in Swift, co-engineered with Android developers to maintain feature parity.

Trillion Technology Solutions – Tyson's Corner, VA

May 2014 – August 2014

Software Engineer Intern

- Prototyped an Android social media and chat application in Java.

AWARDS

Microsoft E+D Leadership Team Award

December 2019

Fix, Hack, Learn Hackathon award for solution to make the Surface power plug charging indicator accessible to people with visual disabilities.