

Nelson S. Gomez

nelson@ngomez.me | github.com/nsgomez

SKILLS

Languages: C#, C, C++, x86_64 Assembly, KQL, PowerShell, Bash/sh-like
Tools & Frameworks: Git, .NET, Azure, Azure DevOps, HTML, CSS

EXPERIENCE

Microsoft

Senior Software Engineer June 2022–present

- Co-led a multi-year initiative to rearchitect the Office Collaboration Service, which powers real-time document editing for Microsoft 365's flagship apps.
- Took ownership of service fundamentals to hit and maintain 99.97% reliability.
- Empowered teammates by sharing learnings, creating tooling to improve processes, and connecting them with engineers with valuable expertise.
- Organized architectural discussions with app teams across Office Online to increase scalability, improve security, and deliver IPv6 support worldwide.
- Mentored on-call engineers to root cause incidents and drive them to resolution.

Software Engineer June 2019–June 2022

- Developed a request analysis pipeline for OCS and used its data to drive a 90% reduction in latency and annual cost savings of more than \$2 million.
- Partnered with Azure to deliver M365 in new U.S. government clouds.
- Contributed optimizations to open-source projects [FFmpeg](#) and [SharpZipLib](#).
- Improved code velocity by moving service code into Office's Git monorepo.

Software Engineering Intern Summer 2018

- Created an API to snooze Office's suggestions for relevant documents.
- Optimized the recommendation engine to reduce memory usage by 60%.
- Delivered a frontend interface for the new API on Office.com.

Explorer Intern Summer 2017

- Worked with two other interns to perform competitor research on notifications and integrate web push notifications into Office services.

Columbia University in the City of New York

Course Assistant – Adv. Programming (COMS W3157) Jan. 2017–May 2019

- Taught students C and introductory systems programming on Linux.
- Wrote improved grading scripts for the Bash and Python-based grader.

EDUCATION

Columbia University in the City of New York

B.S. in Computer Science May 2019

PROJECTS

[SC4Fix](#) and [SCGL](#)

Respectively, a set of game stability patches written in x86, and an OpenGL 3.0 rendering driver, for the game *SimCity 4* (2003).