Evan Langlais

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Technical Skills

LANGUAGES	CLOUD / INFRASTRUCTURE	BACKEND	FRONTEND
C/C++, C#, Java Python, Bash Javascript, PHP	Azure, AWS, Docker, Linux OpenVSwitch, TREX, DPDK CI/CD (Azure Pipelines)	REST, gRPC, gNMI Pub/Sub, SQL, NoSQL .NET Core, node.js	Vue, Angular Ionic, Swift UI, Nuxt

Professional Profile

With 5 years of professional experience and over a decade of hobby projects and freelance work, I continue to hone my skills by immersing myself in the unknown and applying novel solutions to achieve product success. I am seeking new opportunities to broaden my technical expertise and to continue growing professionally within a more senior role on a leaner team.

Experience

SOFTWARE ENGINEER II (L62) | MICROSOFT CORPORATION | REDMOND, WA | JUNE 2021 - PRESENT

- High-performing high-impact member of the Azure VNET team, powering Azure customer networks with a product suite that leverages a hyper-scale distributed networking infrastructure to achieve the fast, reliable and ubiquitous demands of the cloud.

- Foundational member of the Accelerated Connections feature team, a cross-corporate collaboration with AMD to deliver a cloud competitive 25x leap in network processing performance. Was key to the success of the effort to integrate their Linux based ARM + P4 ASIC devices into novel data center appliances to efficiently process customer traffic at scales never seen before in Azure.

- Led several key customer scenarios end-to-end to ensure platform feature parity including Network Security Groups to enforce customer security policies and Bandwidth Billing to ensure customer traffic patterns are properly identified and charged, further contributing such billing design to the SONiC DASH open source standard.

- Took an active role in continuously improving our team's culture and processes by implementing sprint retrospectives, mentoring several new engineers, and taking decisive actions when necessary to ensure a positive, supportive, and productive team environment.

SOFTWARE ENGINEER | FACTSET RESEARCH SYSTEMS INC | NEW YORK, NY | JULY 2019 - JUNE 2021

- Helped prioritize, refine, and implement several major product enhancements while working on the Productivity Suite team. Worked daily with product owner, quality assurance and other engineering peers in a SCRUM Agile environment.

- Performed in the top 5% of employees for FY2020, receiving a promotion a full fiscal year early.

FREELANCE SOFTWARE ENGINEER | BUILD MY BOD | SAN FRANCISCO | FEBRUARY 2016 - JULY 2019

- Worked intimately with CEO on product vision and priority, leading several major product enhancements to close competitive gaps and introduce new platform features, including re-time pricing analytics and comparison tools and membership subscription systems.

Publications

DISAGGREGATING STATEFUL NETWORK FUNCTIONS | NSDI 2023 | CO-AUTHOR

- Defines the approach pioneered by our team to make novel use of appliances which tightly integrates ARM + high-speed stateful match processing ASICs to more efficiently execute complex network functions for various customer scenarios.

Projects

EMERGENCY GENERATORS "ON-THE-CLOUD" (UCONN SENIOR DESIGN PROJECT)

Led a team of 6 academic peers to fulfill client requirement of allowing technicians to view data of and send commands to an existing infrastructure of over 7000 generators throughout the northeast, via a web app. Created a five stage data pipeline to process source data to be visualized on the web – technologies used included Raspberry Pi, Go, Avro, Apache2, RHEL, Jenkins, Kafka, Spark, Scala, OpenTSDB (HBase), Redis, express.js, node.js, Angular, chart.js

Education

UNIVERSITY OF CONNECTICUT | BACHELOR OF SCIENCE IN ENGINEERING | 2019

Computer Science and Engineering – Magna Cum Laude (GPA: 3.85)