

# GILLES KHOUZAM

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I am a professional Software Engineer and Manager with over 20 years of experience shipping high quality software and developing various size teams. I am both a highly technical individual as well as a strong leader with a very strong customer focus. I am looking for an opportunity to take my skills to a challenging environment where I can strive and share my experience.

## EXPERIENCE

**MARCH 2019 – PRESENT**

**SOFTWARE ENGINEER**, AMAZON PRIME VIDEO

Reporting to the director of Video Players, help provide the direction of the future of the player technology for Prime Video across all supported platforms (iOS, Android, Living Room devices). Help define long-term strategy for the product and provide guidance, leadership and mentorship to the engineers on the team.

**JANUARY 2014 – FEBRUARY 2019**

**PRINCIPAL ENGINEERING LEAD**, MICROSOFT CORPORATION

Engineering lead driving multiple open source projects simultaneously as well as internal Windows components with a constant focus on developers. Drove a team ranging from 5 to 12 developers, providing leadership, technical guidance and active participation in the various projects. Drove a change of culture with regards to open-source inside the Windows organization, helping promote and embrace the open-source community.

**Projects lead include:**

**2017 – PRESENT** *Adaptive Cards* (<https://github.com/microsoft/AdaptiveCards>) a cross platform way to natively display card Information. Took over the project to implement a more rigorous development and test process to ship a high quality 1.0 release for Windows 10 (C++), .NET (C#), Android (Java), iOS (Objective-C) and Web (JavaScript) implementations.

Provided direction for the project, balancing customer requests, schedule and actively participating in the project's working group. Driving releases every 6 months both as an open-source project and as a native Windows component.

**2015 – PRESENT** *WinAppDriver* (<https://github.com/microsoft/WinAppDriver>) a UI Automation test framework for Windows Applications. Lead the project from its inception in 2015, providing technical leadership to the development team as well as feature implementation and bug fixes.

**2015 – 2017** *Windows Console* (<https://github.com/microsoft/console>). Provided technical leadership for Windows console subsystem. Advanced the project forward to highly improve

compatibility with Unix based systems and to support the Windows subsystem for Linux. Drove the consolidation of two diverged implementations for different Windows platforms to a single shared codebase. Guided the team through a major modernization of the codebase moving while keeping the full compatibility and the high reliability of the project.

**2016 – 2017 *Windows Subsystem for Linux*** (<https://github.com/microsoft/wsl>) Leading the team responsible for the developer experience for WSL, enabling users to run Linux binaries natively on Windows. Designed the operating support to install multiple Linux distribution and be able to run them side-by-side.

**2015 – PRESENT *FFmpegInterop*** (<https://github.com/microsoft/FFmpegInterop>). Drove the design and implementation of the project, connecting FFmpeg, a C++ open-source media library, to the Windows media pipeline and easily enable media applications to support many more audio and video formats not directly supported by Windows. Supporting the community with issues and feature implementation.

**2015 – PRESENT *Microsoft's port of OpenSSL for WinRT*** (<https://github.com/microsoft/openssl>) Drove the Microsoft fork of OpenSSL, a C++ open-source cryptography library, to support Windows Store and Windows Phone applications. Supporting the community and updates to both the library and the Windows platform.

**2016 – 2017 *Windows Search Indexer*** Lead the team for the 1703 and 1709 Windows releases. Provided technical leadership to implement multi-user support of search in virtual desktop environments, performance and battery-life improvements, full file-system search.

**2014 – PRESENT *Windows SDK for Facebook*** (<https://github.com/microsoft/winsdkfb>) Lead the open-source project to develop a native C++ SDK for use within Windows Store and Windows Phone applications to connect to Facebook and enable Facebook interactions for developers.

**2014 – PRESENT *CMake*** (<https://github.com/kitware/cmake>). Added support to develop Windows Store and Windows Phone applications through CMake, a native C++ framework to produce multi-platform build projects. Provided expertise to the project on Windows, solving customers issues. Worked closely with the Visual Studio team to develop native CMake support within Visual Studio.

**NOVEMBER 2012 – JANUARY 2014**

**SENIOR DEVELOPMENT LEAD, MICROSOFT CORPORATION**

As the Media Engineering Lead for the Windows Phone Developer platform, I was responsible for increasing the developer engagement on the platform and enable new and competitive scenarios for applications as well as providing support for top tier customers. The primary achievements of my team were the delivery of new Windows Media Editing APIs, enabling developers to easily add video manipulations to their applications as well as providing built-in support for the HLS media format.

**OCTOBER 2009 – NOVEMBER 2012**

**SENIOR SOFTWARE ENGINEER, MICROSOFT CORPORATION**

As a Senior Software Engineer in the Windows Phone team, I focused my work on enabling the developer platform for Windows Phone and helping critical customers with deep technical issues. The main areas of focus were performance, media and global Silverlight architecture for Windows Phone.

**JULY 2006 – OCTOBER 2009**

**SENIOR SOFTWARE DEVELOPMENT LEAD, MICROSOFT CORPORATION**

As the Silverlight Media Development Lead, I was responsible for all media features of the platform and integration of the different media components within the platform. The work included adapting the Media Foundation pipeline to run within Silverlight, adding support for Windows Media Services, the development of the MediaStreamSource and the Smooth Streaming protocol, integration of the PlayReady DRM platform as well supporting and onboarding our top customers such as Netflix and the 2008 Summer Olympics on NBC.

**MARCH 2000 – JULY 2006**

**SOFTWARE DESIGN ENGINEER, MICROSOFT CORPORATION**

As a Software engineer in Windows focusing on the graphics platform, I worked on GDIPlus, WPF, Remote Desktop.

**JULY 1997 – FEBRUARY 2000**

**SOFTWARE DESIGN ENGINEER, SOFTIMAGE CORPORATION**

As a software design engineer, I worked on the Softimage|DS video editing platform, developing image based video-effects as well as doing assembly (MMX,SIMD) optimizations for real-time rendering in software.

## EDUCATION

**JANUARY 1996 – JUNE 1997**

**GRADUATE STUDIES IN COMPUTER GRAPHICS, UNIVERSITY OF WATERLOO**

Studies in the Masters of Mathematics program within the Computer Science Department.

**SEPTEMBER 1992 – DECEMBER 1995**

**BACHELOR OF SCIENCE IN COMPUTER SCIENCE, MCGILL UNIVERSITY**

Graduated with First Class Honours, Dean's List 1993.

## PERSONAL ACTIVITIES

**ISEEVM FOR YOUMAIL:** Visual Voicemail application for Windows Phone and Windows. Providing the best voicemail experience on any Windows Device. (<https://khouz.am/ISeeVM>)

**JORDYN PARK TREASURER:** Treasurer for the Jordyn Park Homeowners Association a community of 79 homes.