JACK GUILLET

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SUMMARY

Software engineer with 4+ years of experience designing and operating large-scale distributed systems and cloud infrastructure at Microsoft, serving 10M+ global users across Xbox Game Streaming. Deep expertise in Kubernetes orchestration, Terraform-based infrastructure-as-code, and CI/CD pipeline design. Seeking to apply platform engineering and systems-level ownership to a mission-driven startup building real-world products at scale.

TECHNICAL SKILLS

Infrastructure & Orchestration: Kubernetes, Terraform, Helm, CI/CD pipelines (YAML), Docker, Azure Functions
Languages & Frameworks: C#, JavaScript, React, Python, TypeScript
Cloud Platforms: Azure (deep proficiency), AWS (conceptual familiarity)
Practices: Infrastructure-as-code, service reliability, security vulnerability management, cost optimization, cross-team platform enablement

EXPERIENCE

Software Engineer II — Microsoft (Xbox Game Streaming)

2023 – Present · Seattle, WA

- Architect and manage the hosting platform for 90+ microservices spanning my team and partner teams within Xbox, owning the full lifecycle from provisioning to production observability.
- Design and deploy Azure Function-based services that execute automated scenarios, coordinate inter-service communication, and process operational data across the streaming pipeline.
- Build and maintain common infrastructure patterns and CI/CD pipelines using Terraform and YAML-based deployment tooling, enabling partner teams to self-serve deployments while enforcing security and reliability standards.
- Led the creation of a new Kubernetes cluster architecture tailored to specific workload requirements, collaborating cross-functionally to define resource profiles, networking, and scaling policies.
- Delivered $20K+/month in compute savings through infrastructure consolidation. Also committed to consistently finding ways to recover significant daily developer time through automation and self-service tooling.

Software Engineer — Microsoft (Xbox Game Streaming)

2021 – 2023 · Seattle, WA

- Migrated a high-sensitivity, high-traffic game streaming service (1M+ requests/day) across multiple live services into a new Kubernetes hosting model with zero downtime.
- Modernized and consolidated a portfolio of legacy services into the new platform, reducing operational overhead and improving deployment velocity.
- Served as the team's Security and Vulnerability Lead, conducting ongoing assessments of service and cluster vulnerabilities, then driving remediation directly or coordinating fixes with responsible teams.

PROJECTS

Wing Check — React, TypeScript, Vercel · wing-check.vercel.app
- Full-stack web application providing real-time wind and weather forecasting for wing foil spots worldwide. Features a dashboard with ranked forecasts, a curated database of 50+ global spots with coordinates and conditions notes, and per-spot multi-day outlooks.

EDUCATION

Bachelor of Engineering, Computer Science

Santa Clara University · Graduated June 2021