

HOLLY BOOTHROYD

HOLLYBOOTHROYD@HOTMAIL.COM | LONDON | @HERHELLOWORLD

I am a highly driven, results oriented person with an eagerness to learn and excel. Experience as a Microsoft Software Engineer has enabled me to write scalable and robust object-oriented code that reaches millions of global users. I'm passionate about creating innovative products that empower others to live creative, productive, and fun lives. I'm an active supporter of D&I in STEM and a frequent public speaker.

EXPERIENCE

- 9/2018 – Present
Microsoft
London, UK
CORTANA SOFTWARE ENGINEER – I architect and develop features in C# and XAML for Cortana on Windows. I implement core UI/UX, integrate with backend services, and enable new Cortana skills. I closely collaborate with designers, PM, and QA to ensure a quality product and user experience. Additionally, I mentor Microsoft interns, boost early-in-career colleagues, and provide regular programming help.
- 7/2017 – 9/2017
Microsoft
Redmond, WA
XBOX SOFTWARE ENGINEERING INTERN – I worked on the title callable UI in Xbox and Windows using C# and XAML. I created the Facebook Friend Finder which connects a user's Xbox Live and Facebook accounts to find friends in-game.
- 7/2016 – 6/2017
Microsoft
London, UK
PAINT 3D SOFTWARE ENGINEERING INTERN – I implemented features and fixed bugs for Paint 3D in C++, C++/CX, and XAML. My work included developing several high visibility, critical path features such as 3D printing from Paint 3D, non-uniformly scaling 3D objects, 2D/3D stickers, scene filters, and exporting to the FBX 3D file format (commonly used in Unity).
- 2015 – 2018
University of Surrey
Guildford, UK
COMPUTING OPEN DAY PRESENTER & ASSISTANT – I educated visitors about the CS programs and demonstrated how the university fulfil their needs. I presented talks about student life and the year-long internship year.
- 2015 - 2018
University of Surrey
Guildford, UK
INTERNATIONAL STUDENT AMBASSADOR – I facilitated students applying to the university and supported their transition to a new culture and home.
- 2015 – 2016
University of Surrey
Guildford, UK
COMPUTING PEER ASSISTED LEARNING SUPPORT (PALS) – I assisted first year computing students in labs by explaining object-oriented programming in Java. I adapted my teaching style to each students' individual needs.
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EDUCATION

- 2014 - 2018
University of Surrey
Guildford, UK
COMPUTING AND INFORMATION TECHNOLOGY BSc (Hons) First Class
Achieved a First-class honours degree and ranked 1st in my class.
Computing Society VP & Member, Competitive Ballet Team 2015, British Computer Society Member 2014 - 2019
- 2010 - 2014
Issaquah High School
Issaquah, WA
HIGH SCHOOL DIPLOMA, 3.9/4.0 GPA
Honor Society Member 2011-'14. Issaquah High School Dance Team 2010-14
SELECTED COURSES: Advanced Placement (AP) Computer Science, AP Calculus AB, Physics, Web Design, AP Government, AP Literature and Composition, Honors English
AWARDS: IHS Lettered and Scholar Athlete Award 2011-'14. WIAA Dance State Championships 2011-'14. Senior Service Award 2014
- 7/2011 – 8/2011
DigiPen University
Redmond, WA
GAME DEVELOPMENT IN C++, University Credit
Learned C++ via direct application through teacher demonstrations and individual game development.
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COMMUNITY

5/2019 – Present Microsoft London, UK	TECHNICAL WOMEN AT MICROSOFT BOARD MEMBER – As a board member of the internal Microsoft community I aim to help existing women in tech thrive. I organize events to spread knowledge, share career advice, and develop relationships amongst employees. This work is crucial to improving retention of women in tech.
10/2018 – Present Microsoft London, UK	DIGIGIRLZ ORGANIZER & VOLUNTEER – I assist year 8 girls during a micro:bit hackathon and provide feedback. I co-lead the creation of the tech fair showcasing Paint 3D, HoloLens, and SwiftKey for the DigiGirlz days in London.
7/2019 – 11/2019 STEMettes London, UK	STEMETTE MENTORSHIP SCHEME (MENTOR) – Over four months my mentee and I worked on networking skills, improved her CV and LinkedIn, introduced new interview skills, expanded her network, and solidified her path in software engineering.
9/2017 – 6/2018 University of Surrey Guildford, UK	VICE PRESIDENT OF THE SURREY COMPUTING SOCIETY – Elected by students, I led team operations and drove society direction. I organized events with industry guests, provided career enhancing opportunities, and partnered with the Computer Science department to create long-lasting change.
8/2016 – 1/2017 STEMettes London, UK	STEMETTE MENTORSHIP SCHEME (MENTEE) – I participated in a one-to-one mentorship scheme to acquire career options guidance and engage with the technology community.
10/2014 – 6/2018 University of Surrey Guildford, UK	COMPUTING COURSE REPRESENTATIVE – Elected by students, I liaised between students and faculty to provide feedback and solve problems. For my efforts, I was awarded the Gold Course Representative award.
9/2012 – 6/2014 Issaquah High School Issaquah, WA	ISSQUAH DANCE TEAM CAPTAIN – As the team leader, I coordinated with the coach and team, drove team vision, and conducted performance evaluations.

RECOGNITION

2019 WeAreTheCity	TECHWOMEN100 AWARD WINNER – Judges and a public vote awarded me for having noteworthy contributions and achievements at Microsoft, my actions in support of D&I at all levels, and for being a leader in tech who uplifts others.
2019 Code First: Girls	CODE FIRST: GIRLS ONE TO WATCH – I was recognized for being an ambitious young woman in technology who has achieved early-in-career success at Microsoft who empowers others through my women in STEM advocacy work.
2019 Future Stars of Tech	FUTURE STARS OF TECH DEVELOPER AWARD SHORTLIST – I was shortlisted for creating meaningful impact on Paint 3D, a product used by millions and democratized 3D.
2018 University of Surrey & IBM	IBM PRIZE FOR BEST FINAL YEAR PERFORMANCE – I achieved the highest mark in my degree for all four years of my undergraduate studies.
2018 University of Surrey & IBM	IBM PRIZE FOR EXCELLENT PLACEMENT YEAR PERFORMANCE – I created significant impact at my placement company (Microsoft) and achieving the highest placement year mark in my cohort.
2018 University of Surrey	BEST PLACEMENT STUDENT OF THE YEAR FOR THE FACULTY OF ENGINEERING AND PHYSICAL SCIENCE (FEPS) – Nominated by the Computer Science department, I demonstrated to a panel of judges that I substantially contributed to Microsoft, enhanced the development of other students, and built partnerships between Surrey and Microsoft. FEPS is the largest faculty at the University of Surrey.

ADDITIONAL RECOGNITION

- 2018 | **Computing Society Gold STAR Award**
- 2018 | **Surrey Gold Course Representative Award**
- 2017 | **Winner of the Surrey Internet of Things Module Programming Competition**
- 2015 | **Member of Surrey's Top Achievers Recognized and Supported**
- 2014 | **Issaquah High School Career Technical Education Department Award**
- 2013 | **American Association of University Women Technology Award**