Liza George

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Portfolio

Summary

Member of Technical Staff at Microsoft Robotics with experience developing physical AI agents and platforms. Combines hands-on implementation with secure software design, continuous innovation, and collaborative engineering practices.

Experience

Microsoft, *Member of Technical Staff (formerly Software Engineer)* Aug 2025 - Present
Microsoft Robotics, MDQ, Office of the CTO

- Built AI agent capabilities for planning, tool use, and integration with Microsoft services and robotics models. Owned features from design through testing and release, authoring architecture decision records and incorporating senior-engineer guidance through code reviews.
- Implemented security and governance controls. Helped implement an agent-evaluation framework and compared frontier models on agent tasks to assess behavior and reliability.
- Led collaborations with internal teams and external partners, sharing sample applications, developer tools, and guides to ease onboarding. Built reusable AI-assisted workflows for code review and technical documentation; led internal knowledge-sharing sessions on engineering practices, agent governance, and emerging AI tools.

University of Illinois Urbana-Champaign, *Research Intern* Jan 2023 - Jul 2025
Prof. Kaiyu Guan, Director of Agroecosystem Sustainability Center

- Research affiliated with the National Center for Supercomputing Applications, analyzing crop practices using satellite data and machine learning.
- Created a portal for farmers to view their own soil-moisture data over time using Next.js, Google Maps and Charts APIs, and MongoDB.
- Collaborated on a NASA Land-Cover/Land-Use Change project using satellite imagery and machine learning to map cropland changes in Colombia caused by conflict.

Microsoft, *Software Engineering Intern* May 2024 - Aug 2024

- Created a framework to control robots with natural-language commands, demonstrated in simulation and on physical hardware. The team adopted and refined the framework after the internship.
- Independently planned and built the framework, collaborating closely with the team on integration.

Microsoft, *Software Engineering Intern* May 2023 - Aug 2023

- Developed a robot-teleoperation application using WebRTC and the Azure Communication Services SDK to relay controls and camera feeds.
- Collaborated with another intern to create the project codebase from scratch, make design decisions, and set the project timeline.
- Acquired networking, ROS 2, and C#/.NET knowledge. Maintained high code quality and demonstrated independence throughout the internship.

Uber, *Software Engineering Intern, UberSTAR* May 2022 - Aug 2022

- Created an API serialized in Protobuf to query and sort billing invoices and store them in a real-time analytics database built in collaboration with another intern. Also built a UI consuming this API using React and GraphQL.
- Incorporated direct user feedback; the resulting tool was easier to use and several times faster and more responsive than its predecessor.
- Worked in an agile development team, contributing to the support channel, product documentation, and resolving product outages.

Technical Skills

Languages
Python, C#, JavaScript, Go, Rust, C++, SQL

Robotics
ROS 2, vision-language-action (VLA) model integration and evaluation

AI
AI agents, Model Context Protocol (MCP), agent evaluation, frontier-model comparison, GitHub Copilot

Application development
React, Next.js, .NET, GraphQL, Protobuf, MongoDB, WebRTC

Cloud and engineering
Azure Communication Services, OAuth, Docker, CI/CD, CodeQL

Education

University of Illinois Urbana-Champaign Aug 2021 - May 2025
Master of Computer Science; B.S. in Computer Science
Joint B.S./MCS program. B.S. with honors. GPA: 3.79/4.00.

- **Honors:** Illinois Engineering Outstanding Scholarship.
- **Relevant coursework:** Algorithms, Database Systems, Systems Programming, Probability and Statistics, Numerical Methods, Deep Learning for Computer Vision, Computer Security, Ethics, Advanced Distributed Systems, ML Compilers, Mathematics for AI.
- **Student organizations:** Association for Computing Machinery, Society of Women Engineers, Students for Environmental Concerns.

Stanford University May 2020 - Aug 2020
Summer Sessions; GPA: 3.90/4.00

- **Relevant coursework:** Client-Side Internet Technologies, Discrete Mathematics, Data Structures and Algorithms.

Professional development: AI Evals for Engineers & PMs, Maven (Hamel Husain & Shreya Shankar), Feb 2026.

Projects

Ligo, *Devpost* Feb 2023

- Built a website for conference, hackathon, and convention organizers and attendees to calculate the carbon footprint of their events using SvelteKit, Tailwind CSS, and MongoDB.
- Won "Best Water, Food, Health, or Climate Hack" at BoilerMake 2023.

Sentiment Analyzer, *GitHub* Nov 2021 - Dec 2021

- Built a Rust application to analyze changes in the sentiment of input text or a Twitter page for Introduction to Computer Science II Honors.
- Implemented a multithreaded MapReduce algorithm to improve performance.

Teaching and Leadership

University of Illinois Urbana-Champaign, *Teaching Assistant / Lead Course Assistant* Jan 2022 - May 2025
Software Design Lab (CS222), Introduction to Computer Science II

- Taught across seven semesters, delivering lectures and developing course materials and plans for hundreds of students each semester.
- Mentored four student teams on project planning and software-engineering practices; helped hire and supervise course staff.
- Built and maintained an Angular course website and mentored students through Rust projects.