

# Ethan Lawrie

Adelaide, SA, Australia | Australian citizen  
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## Experience

### CMV Group

Data Solutions Engineer

Adelaide, SA

Apr 2024 - Present

- Built and deployed an Azure document-to-audio workflow using Azure AI Document Intelligence, LLM summarisation, text-to-speech, and WAV chunking for documents hundreds of pages long, including outputs over two hours.
- Prototyped a retrieval-augmented Outlook add-in that retrieves prior email context and drafts replies through an Azure Functions backend.
- Architected a responsive incident-reporting platform for a planned rollout to 2,000+ employees using SharePoint/Plumsail, JavaScript, Azure Functions, SQL Server, and Azure Blob Storage.
- Automated employee share-statement generation, reducing a day-plus manual process to a batch workflow; also built serverless workflows for ATO reporting and operational data capture.

### Microsoft

Software Engineering Intern, Azure Client Tools

Sydney, NSW

Dec 2025 - Feb 2026

- Implemented end-to-end telemetry for the Azure CLI Copilot handler with Python and OpenTelemetry, tracing command workflows across multiple AI tool handlers.
- Defined telemetry for latency, token usage, errors, handler outcomes, and response-quality signals, then released the changes to UAT through pull-request review and CI.
- Built a unified, filterable Grafana dashboard across environments and deployments for reliability, performance, and cost analysis; also contributed an Ev2 deployment script fix.

## Education

### Adelaide University

Bachelor of Computer Science (Advanced), Major in Artificial Intelligence

Adelaide, SA

In progress

- GPA: 6.5/7.0. Selected coursework: Data Structures and Algorithms, Systems Programming, Cloud Computing, Computer Systems, Software Design, Operating Systems, and Machine Learning.

## Projects

### Word Lawrie

Team project - Unity, C#

Four-person team

2023 - 2024

- Led development and shipped a word game across mobile and web, owning core gameplay, UX iteration, testing, and release.
- Negotiated a paid, non-exclusive Coolmath Games distribution licence; the published game held a 4.2/5 rating from 839 votes.

### Syntactic

Unity, C#, Azure DevOps

Independent project

2026 - Present

- Building a roguelike word-combat game with persistent letter management, score-based combat, enemy intents, and a custom retro-terminal interface.
- Designed data-driven combat state, script-slot and RAM-resource systems, plus reusable UI components for a vertical-slice build.

## Competitive Programming and Achievements

- **Jane Street ETC (Feb 2025)**: 2nd overall out of 16 teams.
- **RSP x CPC Competition (Mar 2025)**: 2nd overall out of 38 teams.
- **Adelaide University Competitive Programming League**: 6th overall in the 2025 league.

## Technical Skills

**Languages:** Python, C#, C++, JavaScript, SQL, Bash

**Cloud and backend:** Azure Functions, REST APIs, OpenTelemetry, SQL Server, Azure Blob Storage, Azure AI Document Intelligence

**AI applications:** Retrieval-augmented generation (RAG), LLM workflows, text-to-speech

**Tools and platforms:** Git, Azure DevOps, Grafana, Unity, SharePoint, Power Platform, Linux (working knowledge)