

Networking: Mark Shaw (Microsoft)

Mark Shaw is Director of Hardware Engineering for Microsoft's Cloud + Enterprise Division, responsible for the architecture and hardware designs of Compute & Storage platforms utilized in Azure's cloud scale services. Mark is the IC Rep for the Networking Project Community and is helping to lead the efforts for team, including many of the subgroups like CBW (Campus Branch Wireless), ONIE (Open Networking Install Environment), ONL (Open Networking Linux), SONiC (SW for Open Networking in the Cloud) and SAI (Switch Abstraction Interface). Mark is also helping with the Project Olympus open source hardware development effort with the Server Project