

RYAN WHITELL

Software Engineer

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📍 Seattle, Washington

I am a Software Engineer with a strong focus on MLOps. My Master's thesis was an exploration of machine learning, particularly deep learning, for music recommendation. My primary goal is to build robust MLOps systems that enable the scalability, reliability, and optimal performance of production ML models, as well as accelerate the process of scientists getting their ideas into production. I am happiest working on music or gaming-related products.

EXPERIENCE

Current Jan 2022	AMAZON, ML SDE II Designed and built machine learning infrastructure for gaming related science endeavors at scale. Provided ad-hoc software support to scientists. <div>Python SQL Redshift SageMaker Airflow MLOps</div> NOTABLE PROJECTS: <ul style="list-style-type: none">> LTV MODEL: Deployed a model at scale to predict customer lifetime value on a monthly basis for millions of customers. Collaborated with data scientists to convert the model into a production-ready ML system using MLOps principles, and managed the pipeline using AWS services.> IGDB PARTNERSHIP: Initiated a partnership between Prime Gaming and the Internet Game Database (IGDB) team to share game metadata. Drove alignment with leadership to adopt the IGDB game ID as the primary game ID in the Prime Gaming catalog. By doing so, Prime Gaming gained a rich set of game metadata to join its catalog items to for improved analytics. Independently built the IGDB data ingestion pipeline.
Dec 2021 May 2019	AMAZON, SDE II Designed, implemented, and deployed software components and features for the Prime Gaming website; identified and solved problems, improved team's software and development/testing processes, participated in hiring and mentoring, led cross-team projects (with a focus on analytics, telemetry, and experimentation). Advised on recommendation systems for Prime Gaming. <div>Java JavaScript React GraphQL DynamoDB Kinesis</div> NOTABLE PROJECTS: <ul style="list-style-type: none">> FIBER: Redesigned a legacy metrics reporting system and led a team of SDEs and DEs to complete the work. Achieved a 100% reduction in development hours for customer event metric changes by using a semi-structured data model. This laid the groundwork for broader analytics efforts at Prime Gaming by solving architectural bottlenecks that had been stifling innovation.
January 2019 June 2017	SHIPCONSTRUCTOR, SOFTWARE DEVELOPER Developed a database-driven Autodesk shipbuilding and 3D modeling app for naval architects and marine engineers. Worked on the data team using C/C++, C# (.NET), and T-SQL (Microsoft SQL Server) in an agile environment. Contributed to client database performance improvement efforts. <div>SQL C C++ C# .NET Microsoft SQL Server</div>

EDUCATION

REGIS UNIVERSITY, MASTER OF SCIENCE (M.S.), SOFTWARE ENGINEERING, 4.0 📄 Thesis	2017 - 2019
REGIS UNIVERSITY, BACHELOR OF SCIENCE (B.S.), COMPUTER SCIENCE, 3.99 Completed the degree online while playing professional hockey.	2015 - 2017
NORWICH UNIVERSITY, BACHELOR OF SCIENCE (B.S.), ELECTRICAL AND COMPUTER ENGINEERING, 3.95	2013 - 2015
Note: Transferred into Regis University with one academic year remaining and did not obtain the degree.	