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.

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.

Python | SQL | Redshift | SageMaker | Docker | Airflow | MLOps

Notable Projects:

- **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, gparticipated in hiring and mentoring, led cross-team projects (with a focus on analytics, telemetry, and experimentation). Advised on recommendation systems for Prime Gaming.

Java | JavaScript | React | GraphQL | DynamoDB | Kinesis

Notable Projects:

- **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.

SQL | C | C++ | C# | .NET | Microsoft SQL Server

Education

Regis University, Master of Science (M.S.), Software Engineering, 4.0 — 2017 - 2019

Thesis

Regis University, Bachelor of Science (B.S.), Computer Science, 3.99 — 2015 - 2017

Completed the degree online while playing professional hockey.

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.