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Professional Summary

Engineering professional with an Electronics and Software Development background, transitioning into an electronics-oriented technical role. With extensive experience in engineering, understanding and building complex systems, developed a deep technical foundation in circuits and systems, troubleshooting, and problem-solving—highly relevant skills for electronics and hardware.

Technical Skills

- Electronic components, circuit analysis, and troubleshooting
- Using oscilloscopes and multimeters
- Programming: OOP, C#, Python, TypeScript, SQL, PowerShell, JavaScript, etc.
- Data structures, algorithms, design patterns, performance principles
- Network protocols and tools (TCP/IP, HTTP)
- Troubleshooting, incident management, escalation, crisis response
- Software security, encryption, authentication, threat modeling
- AI and Machine Learning models
- Cloud services (e.g. Azure)
- Linux system administration and internals
- Infrastructure as Code (IaC), containerization, virtualization
- Software Development Lifecycle (SDL), architecture, design, documentation practices

Soft Skills

- Technical project management: scoping, coordinating workflows, budgeting, and tracking deliverables.
- Analysis, attention to detail, and problem-solving.
- Collaborative and effective cross-team communication, both technical and non-technical.
- Leadership, initiative, motivation, and accountability.
- Adaptability and a mindset focused on continuous learning.
- Security-oriented, with a focus on data privacy and ethics.
- Awareness of regulations.

Professional Experience

Software Engineer II – Microsoft

2019 – 2025

Redmond, WA

As an Engineer at the Cloud & AI organization at Microsoft, managed and drove the end-to-end development of high-impact, large-scale enterprise cloud applications, encompassing everything from gathering business requirements to maintenance and support. Leveraged strong project management skills to coordinate cross-functional teams, track deliverables, and ensure timely completion of milestones. Leveraging Azure cloud infrastructure, DevOps practices, CI/CD, AI/ML, and data analytics, delivered global, world-class enterprise software products. Led threat modeling efforts and implemented zero-trust strategies to secure critical services, while managing incident response to high-priority incidents and outages.

Software Engineer - Motiv Inc. (Microsoft Vendor)

2017 – 2019

Redmond, WA

As a full stack Software Engineer, developed secure, high-throughput, cloud applications at Microsoft's Core Platform Engineering Group. Developed APIs and microservices, identified and mitigated software vulnerabilities, enforced data privacy requirements, security, and compliance, implemented DevOps processes, and hardened resources and applications to meet world-class industry standards.

Software Engineer - Getty Images

2012 – 2017

Seattle, WA

As a Software Engineer, developed and tested web services and databases handling confidential financial data and the time-sensitive royalty calculation processes. Areas of experience included .Net development, relational databases, message brokers, monitoring and integration platforms, CICD, DevOps and Agile methodologies, and on-call engineering support.

Getty Images is the global leader in multimedia and royalty services.

Software Engineer in Test - iSoftStone Inc.

2007 – 2012

Kirkland, WA

Designed and executed automated tests for web, mobile, and desktop software products. I developed unit and integration tests for web applications and APIs using automated frameworks and custom scripting. I wrote test plans and test suites, researched, and implemented test automation tools and frameworks. I led and mentored offshore and on-site testing teams.

iSoftStone is a global IT and business services provider for Fortune 100 technology companies.

Field Technician – Canella, S.A (Canon Latin America)

2002 – 2004

Guatemala City, Guatemala

As a field printer and copier field technician I traveled to customer locations to install, service and repair multifunctional Canon equipment at world-class standards.

Product Engineer – Claro Guatemala

2004 – 2006

Guatemala City, Guatemala

As a product engineer for the lead telecommunications provider in Latin America I developed new communications and telephony products, evaluating and managing the implementation of telecommunication technologies.

Education

Bachelor of Science in Electronics Engineering

Universidad del Valle de Guatemala

Certifications

- Azure Security Engineer Associate, Microsoft
- Solutions Architecture, University of Washington
- Telecommunication Networks, America Movil