Alejandro Echeverria

aluxit@outlook.com https://linkedin.com/in/cuete

+1 360.320.4060

Professional Summary

As a Software Engineer with an Electronics Engineering background, I am transitioning into an electronics-oriented technical role. With over 18 years of work experience in engineering, understanding and building complex systems, I have developed a deep technical foundation in circuits and systems, troubleshooting, and problem-solving—skills that are highly relevant to electronics and hardware.

Technical Skills

- Electronic components, circuit analysis, and troubleshooting
- Use of electronics equipment; Oscilloscopes, Multimeters
- Programming Languages: OOP, C#, Python, TypeScript, SQL, PowerShell, JavaScript, and more
- Data structures, algorithms, design patterns and fundamentals, performance principles
- Network protocols and tools (TCP/IP, HTTP)
- Troubleshooting, incident management, escalation, and on-call crisis response
- Software security, encryption and authentication practices, threat modeling
- Al and Machine Learning generative and analysis models.
- Cloud Services expertise (e.g. Azure)
- Linux systems administration and internals
- Infrastructure as Code (IAC), containerization and virtualization
- Software Development Lifecycle (SDL) systems and solutions architecture, design, and documentation practices

Soft Skills

- Project management, experienced in costing and feature tracking
- Analytical, attention to details, and problem solving
- Collaborative, effective cross-team communication, technical and non-technical
- Leadership, self-starter, self-motivated, and accountable
- Adaptability and continuous learning mindset

Professional Experience

Software Engineer II – Microsoft

2019 – 2025

Redmond, WA

As an Engineer at the Cloud & Al organization at Microsoft, I owned and drove the development of high-impact large-scale enterprise cloud applications from business requirements to maintenance and support. I leveraged Azure cloud infrastructure, DevOps practices, CICD, AI/ML, and data analytics to deliver global, world-class enterprise software products. Drove threat modeling and implemented zero-trust strategies to secure critical services. Managed incident response to high-priority incidents and outages.

Software Engineer - Motiv Inc. (Microsoft Vendor) 2017 – 2019 Redmond, WA

As a full stack Software Engineer, I 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, I 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

I 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. Troubleshooting included electronic and mechanical components, and network connectivity.

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