

# Dominick Gurnari

SOFTWARE DEVELOPMENT ENGINEER

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## Work Experience

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### Amazon

Seattle, Washington

SOFTWARE DEVELOPMENT ENGINEER | AMAZON PRIME

May. 2022 - Present

- Building big data infrastructure for Amazon Prime. My current work revolves around creating easy to deploy infrastructure in order to support machine learning scientists' model development.

### Scale AI

San Francisco, California

SOFTWARE ENGINEER | SCALE CATALOG

Jul. 2021 - Apr. 2022

- Launched and developed infrastructure and an operations platform for product enrichment of over 10000 unique merchants in order to win a multi-million dollar contract in 10 weeks.
- Organized, planned and delegated tasks to 3 engineers in order to construct a universal e-commerce API for our clients.

SOFTWARE ENGINEER | OPERATIONS

Mar. 2021 - Jul. 2021

- Gathered and led a team of 5 associates to brainstorm, design, build and roll out an on-boarding system to improve the percentage of new users to remain on our platform after a month from 4% to 7.5%, enabling higher capacity for labeling.
- Identified, built and rolled out a scalable solution for patching our quality control, saving more than \$400k quarterly by eliminating egregious spending.
- Built and deployed a system for automating our payouts for workers, using 30 day historical data to change pay according to a target hourly rate in order to mitigate misconfigurations, saving 15% on overall payouts weekly, totaling \$800k quarterly.

### Amazon Web Services (AWS)

Seattle, Washington

SOFTWARE DEVELOPMENT ENGINEER | AWS QUICKSIGHT

May. 2020 - Feb. 2021

- Built and rolled out multiple features with React, Redux, Spring and DynamoDB, while designing high-scale architecture to support thousands of accounts.
- Led discussions with core leadership, including principal engineers, director of engineering, head designer and lead project manager to present new features and articulate product vision.

### Carnegie Mellon University | Software Engineering Institute

Pittsburgh, Pennsylvania

RESEARCH AND DEVELOPMENT INTERN

Sep. 2018 - Dec. 2019

- Explored anomaly and intrusion detection on new robotics platforms and robotics middleware (such as ROS 2) via novel methods such as inverse reinforcement learning for deployment of autonomous vehicles.
- Developed and implemented extended functionality using CMake in NS-3, an Open Source Discrete Network Simulator, to model high density networks with supersonic objects.

## Education

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### University of Pittsburgh

Pittsburgh, Pennsylvania

B.S. IN COMPUTER SCIENCE

Aug. 2016 - Dec. 2019

## Projects

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### The Zoom Hub

Seattle, Washington

TECHNOLOGIES USED: JAVASCRIPT, REACT, NODE.JS, POSTGRESQL, HEROKU

Jun. 2020

- Built a social platform that accumulates online events for creators and participants, which attracted over 300 sign ups for the beta launch.
- Created an internal tool to parse and organize events submitted by users for ease of submission and enhanced user experience.

## Skills

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### SUMMARY

- Languages: Python, Java, JavaScript, C, C++, SQL
- Frameworks: React, Redux, Angular, Node.js, Flask, ROS (Robot operating system)
- Tools: AWS, Docker, Git, MongoDB, PostgreSQL, MySQL
- Other: Data structures, Algorithms, Distributed systems, Engineering best practices, Unit testing