

Dominick Gurnari

SOFTWARE DEVELOPMENT ENGINEER

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Work Experience

Amazon

Seattle, Washington

SOFTWARE DEVELOPMENT ENGINEER II | AWS QUICKSIGHT

May. 2024 - Present

- Owned the end-to-end delivery of automated deployment of load balancers for QuickSight in new AWS regions using AWS CDK (cloud development kit), saving 4 weeks of development time for new region launches, impacting 5+ region launches annually.
- Championed migration of website canaries from internal infrastructure to AWS public infrastructure, saving 3 weeks of development time for new region launches, impacting 5+ region launches annually.
- Defined best practices for website frontend integration testing, adopted by 30+ engineers in AWS QuickSight.

SOFTWARE DEVELOPMENT ENGINEER II | AMAZON PRIME

May. 2022 - May. 2024

- Directed and mentored a team of 2 peers to design, plan, deliver and maintain a scalable machine learning infrastructure framework, using step functions to orchestrate tasks with Amazon Elastic MapReduce for compute to enable onboarding 10+ new use cases across 16+ regions and models within 1 week compared to 12 weeks.
- Standardized computation resource usage to save 56% in cost across production use cases.
- Mentored and guided 2 interns, contributing to their professional growth and enabling their transition to full-time roles.
- Collaborated with product managers, software engineers, data engineers and applied scientists to launch models in 20+ regions to provide business insights from customers.

Scale AI

San Francisco, California

SOFTWARE ENGINEER II | SCALE CATALOG

Jul. 2021 - Apr. 2022

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

SOFTWARE ENGINEER | OPERATIONS

Mar. 2021 - Jul. 2021

- Assembled 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 to mitigate misconfigurations, saving 15% on overall payouts weekly, totaling \$800k quarterly.

Amazon

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.
- Orchestrated discussions with core leadership, including principal engineers, director of engineering, head designer and lead project manager to present new features and articulate product vision.
- Created a front-end error catcher and alarm system to alert our team of client side errors to provide customers with a better experience.
- Helped on-board new teammates by volunteering as an on-boarding buddy to enable successful ramp up.

Education

University of Pittsburgh

Pittsburgh, Pennsylvania

B.S. IN COMPUTER SCIENCE

Aug. 2016 - Dec. 2019

Skills

SUMMARY

- Languages: Python, Java, JavaScript, Ruby, 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, Integration Testing