






Doug de Jesus

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Work Experience

Amazon Robotics

North Reading, MA

Software Development Engineer II

June 2024 – Present

- Maintain and enhance internal tools used by global operations teams to monitor, manage, and troubleshoot robotic drive fleets across Amazon fulfillment centers.
- Lead the migration of critical services to a new load balancing framework.
- Develop and automate multi-region deployment pipelines to streamline alarm configuration across services, environments, and global warehouse sites.

Codecademy

New York, NY

Staff Software Engineer

February 2022 – August 2022

- Led development and technical design of several new products and services from conception to deployment, each spanning multiple engineering teams.
- Established engineering best practices, code review processes, training and mentorship programs, and hiring practices. Mentored engineers throughout the organization.

Senior Backend Engineer

June 2019 – February 2022

- Designed and improved backed services for payments, subscriptions, data tracking, course catalog, content management, search, and remote code evaluation.
- Implemented a delayed payment trial model that drove annual revenue increase of \$1M+.
- Created a machine learning-driven recommendation service from scratch.

Facebook

Menlo Park, CA

Software Engineer

August 2017 – May 2019

- Built systems, tools, automation, and machine learning to defend against spam and abuse.
- Automated the deployment of weekly retrained ML models to reduce manual effort.
- Implemented a graph embedding covering 1B+ users that was used to improve training data quality, extract new features, and increase classifier recall.
- Helped mitigate a security breach affecting 50 million users.

REAL Software Systems

Los Angeles, CA

Software Engineer

June 2014 – July 2017

- Developed enterprise software for royalties accounting and IP management.
- Led development of a data import service that processes 100k+ sales transactions at a time.
- Refactored extensive legacy codebase to improve reusability, readability and stability.

Education

New York University

New York, NY

M.S. in Computer Engineering; 4.0 GPA

September 2021 – January 2024

University of California, Los Angeles

Los Angeles, CA

B.S. in Applied Mathematics, Specialization in Computing; 3.6 GPA

September 2010 – June 2014

Skills

Programming languages: Python, Ruby, C/C++, Java, SQL, MATLAB, JavaScript/TypeScript, Go
Technologies: OpenCV, Scikit-learn, PyTorch, ROS, AWS, Pandas, Airflow, Docker, Rails, Git