
Harrison Dempsey

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Software Engineer based in New York. Open to relocation and remote opportunities.

EDUCATION

University of Michigan, Ann Arbor, MI

Bachelors of Science in Engineering in Computer Science

September 2016 - May 2020

EXPERIENCE

Amazon, New York, NY - Software Development Engineer I

June 2020 - November 2021

- Designed, developed, tested, and maintained data pipelines that delivered advertising revenue data of Amazon.com for business analysis
- Developed and enhanced serverless workflows based on internal Amazon REST APIs
- Hosted and engaged in collaborative processes such as design reviews and code reviews
- Mentored a summer intern and led team sprint planning
- Relevant skills - Java, AWS, Python, Apache Spark, Scala

Amazon Search, Palo Alto, CA - Software Development Engineer Intern

May 2019 - August 2019

- Designed and developed a pipeline that stored mappings between user search queries on Amazon.com and relevant product identifiers
- Enabled downstream development teams to perform search analysis without putting load on live servers

PROJECTS

Elementus Video Game - Introduction to Game Development (EECS 494)

- Prototyped and iteratively designed and developed a 4-player cooperative action video game over the span of three months in a four person team
- Playable builds available at www.hddempsey.com
- Relevant skills - Unity, C#

Instagram Clone - Web Systems (EECS 485)

- Built an Instagram clone featuring user posts, comments, likes, and infinite scrolling
- Relevant skills - React/JS, REST API via Flask Python, HTML, CSS, Jinja, SQLite