
EXPERIENCE

Software Development Engineer

February 2018 – Present

Amazon | Alexa Games

- Designed and implemented features for Litexa, an Alexa Skill domain specific language, runtime and toolchain.
⇒ Website: <http://bit.ly/2w2sbIp>
- Designed and implemented the AI for the Alexa tabletop companion skill, Ticket to Ride.
⇒ Blog post: <http://bit.ly/32Sm8AE>
- Created and open-sourced the Skills GameOn SDK, and founded the team's open-source workflows and processes.
⇒ Blog post: <https://amzn.to/2ksOnWB>
- Designed and implemented the answer recognition component for the Alexa game, Trivial Pursuit Tap.
⇒ Alexa skill: <https://amzn.to/2mt6HzC>
- Designed and implemented the scoring API for an unannounced Alexa multiplayer game.

Software Development Engineer

July 2017 – February 2018

Amazon | Alexa Skills Kit

- Ported the Alexa skill, National Rail, to another programming language, and implemented its all-new screen functionality.
⇒ Alexa skill: <https://amzn.to/2ng1Dii>
- Implemented feature updates and bug fixes, and provided operational support for several lighthouse Alexa skills, like Twitch, Uber, Fandango, AllRecipes, and more.

Software Development Engineer (Intern)

June 2016 – September 2016

Amazon | Amazon Fresh

- Updated code on the backend to improve product search results, and leveraged business metrics to influence the update's design.
- Authored preliminary & critical design reviews, and maintained all documentation until end of internship.

EDUCATION

Bachelor of Science, Computer Science

March 2017

University of California, Davis

LANGUAGES & TECHNOLOGY

Languages: TypeScript, JavaScript, Java, C/C++, Python

Back-End: Amazon Web Services (AWS), Node.js, Docker