
EXPERIENCE

Amazon | Software Engineer

July 2017 – October 2021

Digital Initiatives

Implemented a game exclusively for the upcoming Amazon Astro robot that required intense client, hardware, and content integration.

⇒ Amazon Astro trailer: <https://bit.ly/3H9bIS5>

Lead the design and development of tools, pipelines, and runtime components of a new video game Character Animation system intended only for Amazon Devices (i.e., Fire TVs and Echo Shows).

⇒ Alexa Skill: <https://amzn.to/33G3AtD>

Alexa Games

Pioneered the team's new open-source workflows and processes, specifically for products Litexa and the Skills GameOn SDK.

⇒ GitHub contributions: <https://bit.ly/3phjp2a> and <https://bit.ly/3FIEkGX>

Designed and implemented features for Litexa, an Alexa Skill domain-specific language, runtime, and toolchain.

⇒ Litexa website: <http://bit.ly/2w2sbIp>

Created the Skills GameOn SDK, a node.js package for the Amazon GameOn service.

⇒ Amazon blog post: <https://amzn.to/2ksOnWB>

Lead the design and development of tools and runtime components of the “Alexa as a Player” AI for the Alexa tabletop companion skill, Ticket to Ride.

⇒ 3P blog post: <http://bit.ly/32Sm8AE>

Designed and implemented the voice 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.

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.

Amazon | Software Engineer (Intern)

June 2016 – September 2016

Amazon Fresh

Worked on the back-end to improve product search results.

EDUCATION

Bachelor of Science, Computer Science

March 2017

University of California, Davis