Karishma Reddy Khan

kreddykhan@gmail.com github.com/kreddykhan linkedin.com/in/karishmareddykhan

Experience

Nov 2022-Present	Amazon Compute Services, Amazon Seattle, WA Software Development Engineer • Developer on the BigMesh Proxy team
Jan 2022–Aug 2022	Clutter Seattle, WA Software Development Engineer Implemented A/B tests to improve customer reservation rate and retention Implemented new features to improve useability of customer facing websites
June 2019–Jan 2022	Alexa Music Voice Experience, Amazon Seattle, WA Software Development Engineer Developed multiple A/B experiments to drive customer listening minutes and retention Completed API development, backend code inclusion and Mobile App code for new Autoplay feature Acted as mentor and primary support for multiple away teams and interns
July 2017–June 2019	Amazon Web Services, Amazon Seattle, WA Software Development Engineer Only developer on an AWS Business Intelligence team Sole owner of software tools for data transformation, email reporting and data validation Fully designed and developed a serverless cloud native data validation software tool
June 2016–Aug 2016	High Energy Physics Lab, Brandeis University Physics Department Waltham, MA Programmer • Developed a Matlab GUI to simulate experiments to map the human eye • Developed image stitching algorithms to stitch together experimental data results
June 2015–Aug 2015	 Molmex Scientific Northampton, MA Intern Designed 3D models in SolidWorks currently in use on Small Angle X-Ray scattering devices Improved user interface of scattering devices using spec, a C-like language
June 2013–Aug 2013	Fermi National Accelerator Lab Batavia, IL Research Student Worked with Wire Position Monitors (WPMs) used to detect motion in Linear Accelerator Cavities Developed a Matlab GUI to analyze data from WPMs that is still in use
Projects	
The Ring Jon Snow Quantum Escape CCD Turtle 2.0	Mini web based boxing timer including notes and videos from boxing trainers. Mini web based weather client that, in the spirit of Jon Snow from GoT, knows nothing. Escape the room style game built using Blender and Python Matlab program that simulates a CCD camera using pixel bining and Riemann sums Arduino robot with IR driven object avoidance and RF dynamic communication
Programming AWS Tooling	Java, Ruby, JavaScript, HTML, React, Ruby on Rails, Matlab Lambda, DynamoDB, API Gateway, ECS, Fargate, CloudFront, SES, SNS, CloudWatch Git, ⊮IEX

Interests