Luke H Jung

(858) 342-6779 | lukethejung@gmail.com | Website: lukehjung.com

WORK EXPERIENCE

Amazon: Prime Video Live Events

Seattle, WA

Software Development Engineer II (Live Events Publishing Team)

January 2024 – Present

- Drove a strategic system-wide consolidation of the live event publishing pipeline, unifying logic across Amazon and non-Amazon properties, resulting in the deprecation of multiple legacy services and APIs.
- Directed a critical system migration for six services, upgrading all connectivity protocols to a mandated Amazon standard and transitioning to new VIPs, ensuring a seamless and secure deployment.
- Actively contributed to talent acquisition by conducting over 20 technical and behavioral interviews for Amazon, providing detailed and actionable feedback to hiring teams.
- Significantly enhanced the Live Events Publishing platform, contributing approximately 100,000 lines of new code and refactoring 50,000 lines across 84 packages, delivering numerous features and bug fixes.
- Spearheaded and successfully executed an operational campaign to eliminate the team's ticket backlog, achieving a historic first by reducing the queue to zero.

Software Development Engineer I/II (Sports Partner Integration Team)

January 2023 - January 2024

- Led the full software development lifecycle for a partner broadcast metadata history tool, from design and cross-team review to implementation, testing, and launch, ensuring seamless visibility for non-Amazon live event publishing.
- Mentored and onboarded multiple interns and new hires, designing engaging projects, fostering best practices, and demystifying the Amazon tech stack, resulting in successful project releases.
- Architected and implemented a globalized image localization system for live event publishing, enabling dynamic image display based on viewer locale across the Amazon platform.
- Developed a data pipeline with fellow data engineers to provide reporting on specific operator overrides, replacing a manual report and saved 5-8 hours per week for live event publishing operators.
- Collaborated with data engineers to automate operator override reporting, replacing manual processes and saving 5-8 hours weekly for live event publishing operators.
- Provided technical leadership in feature development and operational support for Sports Partner Integrations reporting, establishing core infrastructure, comprehensive testing, monitoring, and operational documentation.

Software Development Engineer I (Live Events Management Tool Team)

August 2021 – January 2023

- Engineered a React web application for Prime Video live event publishing, integrating multiple Amazon backend services via Java to streamline live sports and event launches.
- Led code reviews for a 6-person development team, ensuring high-quality functional improvements, comprehensive testing (unit and integration), robust API integrations, and user-centric front-end enhancements.
- Maintained system reliability through on-call rotations, proactively resolving critical issues impacting customer availability and triaging daily incidents to deliver timely solutions and create detailed tickets.
- Authored and presented detailed design documents for system migration, outlining clear workflows and tasks to facilitate the seamless integration of legacy systems.

UCLA Anderson, Graduate School of Management Web Developer

Los Angeles, CA

July 2020 - July 2021

- Developed a Python-based automation script to migrate over 1,150 content assets (250+ Anderson Review Articles and 900+ UCLA Faculty researcher profiles), ensuring scalability and compatibility for future content migrations.
- Optimized CMS content management using Ingeniux, resolving JavaScript compatibility issues and ensuring ADA accessibility and responsive design across mobile and desktop platforms

EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES

Los Angeles, CA

Bachelor of Science, Computer Science

• Relevant Coursework: Data Structures, Algorithms, Networking, Computer Languages, Databases, Data Science, Machine Learning, Computer Architecture, Operating Systems, Computer Graphics, Computer Vision.

SKILLS

Languages: Java, React, Python, Kotlin, SQL, JavaScript, HTML, CSS, Ruby, Mathematica, R, NodeJS, C++.