Contact

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jessemcintosh1 (LinkedIn)

Top Skills

Pipelines

Microsoft Azure

C++

Languages

Java (Professional Working)

C# (Professional Working)

JavaScript (Professional Working)

Python (Professional Working)

C++ (Limited Working)

Certifications

Beginning C++ Programming - From
Beginner to Beyond

Microsoft Certified: Azure
Fundamentals

Microsoft Certified: Azure AI
Fundamentals

Jesse McIntosh

Senior Data Engineer at Wells Fargo
New Zealand

Summary

I'm a seasoned backend engineer and data specialist with over a
decade of experience designing scalable systems, ETL pipelines,
and high-performance APIs. My expertise lies in Python, .NET, Java,
and SQL, with a strong focus on data engineering, cloud computing
(Azure, GCP), and machine learning integration.

Currently, I lead enterprise-scale data transformations and optimize
backend infrastructures to drive efficiency and scalability. I thrive
in environments where I can automate workflows, enhance data
integrity, and develop intelligent solutions that empower business
decision-making.

Beyond my corporate experience, I'm an open-source contributor
and have built tools like etl_utilities, a Python library streamlining ETL
processes. I also enjoy learning new technologies—most recently
integrating Rust for backend API development.

Visa-Ready & Approved for New Zealand

I am fully visa-ready and pre-approved by the immigration specialists
at Working In. This means I am eligible to relocate as soon as I
secure a role. I also understand New Zealand's job market, and
I'm committed to making a long-term impact in the country's tech
industry.

I'm actively seeking backend engineering, data solutions, and cloud
architecture roles in New Zealand. If you're looking for a highly
adaptable, solutions-driven engineer, let's connect!

Experience

Wells Fargo
3 years 10 months

Senior Lead Data Engineer
September 2024 - Present (7 months)
Chandler, Arizona, United States

Managing python ETL pipelines and Machine Learning (ML) models using scikit-learn for the Enterprise Leadership Organization Analytics team.

Implementing Liquibase and DBT repositories and pipelines to source control and automate all database processes

Cross-trains frontend and backend team members on best practices for Python, DBT and Liquibase creating a T-shaped full stack data team

Keeps Jira backlog healthy with stories capturing technical needs. Works with product owners to get deliverable acceptance criteria

Senior Software Engineer
June 2021 - September 2024 (3 years 4 months)
Arizona, United States

Created and secured .NET APIs with unit tests getting over 80% code coverage. Trained team members on various best practices for git branching, unit testing, object oriented design patterns, coding standards, Jira, database architecture, and agile

Converted SSIS ETL packages into Python ETLs. Introduced and enforced naming standards and data integrity checks for the database through reusable a python library

Trained a .Net C# group of engineers to learn and adopt Python for their ETL process even though they had no former Python experience

Be Insiculous Studios LLC
Lead Game Designer
August 2017 - Present (7 years 8 months)
Chandler, Arizona

Handles project management and tasks using Trello to keep track of needed and completed features.

Implemementing machine learning AI for more realistic NPC behavior.

Writes story boards and dialogue

Creating an RPG extension for Godot using C++

UKG (Ultimate Kronos Group)
Full Stack Engineer
September 2020 - June 2021 (10 months)

Created a web application for displaying a10y metrics using Python Flask, React.js, and chart.js

Cleaned up and refactored Site Reliability Engineer team's Go backend and Angular.js frontend

Wells Fargo
Data Engineer
March 2020 - September 2020 (7 months)
Chandler, Arizona, United States

Converted legacy PowerShell ETL scripts into a reusable Python library using pandas dataframes - streamlining and automating the ETL process

Architected & maintained Database schemas, tables, views, stored procedures, etc.

Mom and Pop Studios LLC
Lead Engineer
August 2017 - March 2020 (2 years 8 months)
Chandler, Arizona

As Co-Founder and Lead Engineer at Mom and Pop Studios, I built custom web applications and backend systems for small businesses, providing them with enterprise-grade solutions on a startup-friendly scale. I designed and maintained a robust API infrastructure using Java Spring Boot, enabling seamless integrations with frontend technologies like React.js.

Beyond engineering, I handled full-stack development, cloud deployments, and database architecture, ensuring our clients had scalable, secure, and user-friendly platforms. My role also involved automating workflows, improving data management, and delivering custom digital solutions tailored to each business's unique needs.

While we ultimately closed due to the pandemic, Mom and Pop Studios was an invaluable experience in entrepreneurial problem-solving, technical leadership, and client-focused development.

VML
Java Developer
December 2015 - August 2017 (1 year 9 months)
Kansas City, Missouri Area

Developed RESTful APIs using Spring, and Java for Ford Motor Credit's
Shared Leasing Project (Link) and for the Pay Per Mile Project.

Developed RESTful Middle-ware APIs for the new sprint.com website

AEM maintenance and back-end development for various Bridgestone
websites

Higher Level Games
Programmer and Lead Designer
June 2014 - November 2015 (1 year 6 months)

Created prototype for pysch100 courses to teach various types of conditioning
through gaming.

In charge of team and project management, as well as the design for the
games and prototypes

Center for Games and Impact
Intern
May 2014 - December 2014 (8 months)

Helped to build a course curriculum and a game for the EDT240 course:
Designing Games for Impact at ASU

The McIntosh Law Firm
File Clerk
August 2006 - May 2014 (7 years 10 months)

Helped manage online filing and website upkeep

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Education

Arizona State University
Bachelor of Science (BS), Interdisciplinary with concentrations in English and
Video Game Development · (2010 - 2014)