Maxime Alexander Sutters

CONTACT
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EXPERIENCE
Amazon, Seattle/Bellevue, Washington USA
Software Development Engineer **January 2025 - December 2025**

- Financial compliance driver and feature lead on a cross-team fullstack Java project using Amazon Lambda, SQS, SNS, and GraphQL backend APIs over AppSync served to a JavaScript/HTML front end. Made Amazon's global promotion management and accounting platform SOX-compliant by designing and implementing mandatory finance and accounting approvals.
- Continued backend Java development work on data flows between customer shipping promotions management and accounting systems at Amazon.

Amazon Web Services (AWS), Seattle/Bellevue, Washington USA
Software Development Engineer Apprentice **June 2022 - April 2024**

- Developed feature to automate key security tasks within AWS datacenters worldwide. Key performance indicators included efficiency of contract guard force and site security management in protecting server hosts and locating events potentially exposing customer data. Designed and implemented project using Python, GraphQL, and Java and considered localization requirements and governmental edge cases. Drove work across two teams and designed tests and proofs of concept to ensure compliance and efficacy ahead of release.
- Maintained computer vision and machine learning systems processing petabytes of HTTP Live Streaming (HLS) video frames in real time and training and evaluating model performance against ground truth data. Automated jobs to locate cameras and sites for specific regions.
- Identified and resolved database query issues in legacy code with new SQL queries to Amazon Redshift databases.
- Built CloudWatch metrics, dashboards, and alarms to parse logs and monitor automated Distributed Job Scheduler (DJS) jobs and AWS Lambda health and performance.
- Created and monitored CI/CD pipelines, AWS accounts, and Apollo environments for my team's daily code deployments. Facilitated host patching, permissions management, and code reusability.

EDUCATION
University of Washington, Seattle, Washington USA   B.S. in Computer Engineering
Paul G. Allen School of Computer Science & Engineering   Graduated **December 2021**

SKILLS
Programming Languages & Frameworks: Python, Java, JavaScript, C, Bash, SQL, Assembly, HDL (Verilog/SystemVerilog), JSON
Developer Tools: Git/GitLab, Vim, IntelliJ IDEA, GDB, LATEX, Mathematica, KiCad
Cloud & DevOps (AWS): Lambda, API Gateway, DynamoDB, S3, Athena, Secrets Manager, Code Pipelines, GraphQL
Operating Systems: Unix/Linux (Amazon Linux 2, Windows Subsystem for Linux), Windows
Hardware & Electronics: PCB design, 3D printing, Arduino/STM32 flashing, soldering/reflow

PROJECTS
GuitXR: `https://uwrealitylab.github.io/xrcapstone21sp-team4/`
- AR guitar learning application for the Magic Leap headset with floating chords and tabs, instrument-mounted controls, and real-time pitch detection
- Built in Javascript and HTML via the WebXR API and A-Frame web framework
- Refactored ML5.js-based pitch recognition library for guitar
- Presented completed VR capstone demo at the University of Washington Reality Lab