MICHAEL COHEN

SOFTWARE DEVELOPMENT ENGINEER

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Skills

Java
JavaScript
React / React Native
Full Stack Development
Android development
Web Development
Swift
Flutter
Python
HTML
CSS
C++
Distributed Systems
Object Oriented Programming
Databases
Cloud Services
AWS
Google Cloud
Blockchain
TypeScript
GraphQL

Education

University of Florida
Bachelor of Science Computer Science Engineering 2017
Minor Entrepreneurship 2017

Employment

Amazon
New York, NY

Software Engineer - Amazon Live - FireTV
June 2020 to Current

- Lead the Amazon Live development team on the FireTV project. Oversaw the complete redesign of the existing Amazon Shopping app on FireTV to transform it to a livestream-centric experience.
- Upgraded the existing Android / FireTV app to use modern Android architecture and features. Decreased load time by 60% by upgrading to latest Android Support and Leanback libraries.
- Increased developer productivity by integrating project with databinding, reducing UI development turnaround from days to hours.
- Introduced key livestream viewing features to FireTV users that include a chat sidebar and an improved product carousel.

Fullstack Software Engineer - Amazon Live - Creator
New York, NY
Sept. 2018 to June 2020

- Developed features for the iOS Creator app, across the data layer, APIs, and the front-end. This tool enables our creators to livestream to the Amazon Live platform.
- Designed and executed Influencer login for the creator app, which unblocked Influencers to earn commissions on their livestreams and rise through tiering levels within Amazon Live.
- Introduced gamification that gave Influencers the ability to boost sales and increased the creator count in our program from under 2K to over 15K.
- Mentored interns and new hires and guided them through their first feature releases

Software Engineer - AWS Elastic Block Store
Seattle, WA
Mar. 2018 to Sept. 2018

- Oversaw operations for the API services of AWS Backup Service (ABS), a highly scaled distributed system with $2.9 billion in revenue in 2017
- Facilitated the development of Data Lifecycle Manager for ABS: a new product that allows customers to automate the process of backing up data stored on EBS volumes by creating policies based on AWS tags

Software Engineer Intern - Prime Pantry
Seattle, WA
May 2017 to Aug. 2017

- Designed and implemented a web tool for the Prime Pantry team
- Reconstructed the mapping-update process between customers and Amazon fulfillment centers, reducing the execution time from days to minutes.

IBM Watson Research
Yorktown Heights, NY

Software Development Engineer Intern
May 2016 to Aug. 2016

- Developed a highly concurrent DRAM memory and memory controller simulator used as part of an ongoing project with the Department of Energy.
- Researched performance and modeling errors for existing open-source memory simulators.

Nielsen
Tampa, FL

Software Development Engineer Intern
June 2015 to July 2015

- Assisted in developing the API platform for Nielsen's data resources by implementing two unique APIs for the Nielsen Open API Platform.
- Created profit-producing partnerships for Nielsen through the development of web-apps, which showcased the usage of Nielsen APIs.