

MUZAHD OLY

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WORK EXPERIENCE

AMAZON

Detroit, MI

Software Engineer

May. 2024 - Present

- Drove the core engineering and development of a cloud-native distributed system using Java, React, AWS, which tracks Amazon's ESG metrics, directly powering the company's annual Sustainability Report, driving adoption to **300+ internal users** in the first year.
- Leveraged Generative AI (Roo) to architect, build, and productionize an automated metric creation and reporting tool (AWS Lambda, S3), eliminating manual data preparation and saving internal teams **over 2000 hours monthly**.
- Developed full-stack features for the internal platform, **designing core APIs** and implementing production **React pages**. Guaranteed stability by deploying integration (Mockito) and end-to-end (Cypress) tests directly within CI/CD pipelines.
- Operated team services through on-call rotations, triaged production issues, drove **Root Cause Analysis (RCA)**, and authored runbooks to improve operational excellence and prevent repeat incidents.
- Authored and critically reviewed **over 50 technical design documents** (HLDs, LLDs, and Operational Readiness Reviews) to encourage system scalability, security, and long-term maintainability standards.
- Mentored and onboarded newer engineers by providing deep system context, conducting detailed code reviews, and fostering a culture of high-quality engineering practices.

AMAZON

Detroit, MI

Software Engineer Intern

May. 2023 - Aug. 2023

- Migrated Amazon's high-revenue Build International Listings website (**used by 100K+ sellers**) from AngularJS to ReactJS, improving maintainability and scalability.
- Utilized React JavaScript and Jest to develop, test, and implement a modern and intuitive front-end design for Build International Listings, resulting in a more user-friendly interface.
- Rewrote backend APIs using Spring Java, **improving response times by 10%** and ensuring seamless integration with the new front-end architecture.
- Collaborated with a cross-functional team of developers, designers, and stakeholders to gather requirements, analyze user feedback, and iterate on design solutions, resulting in a **20% improvement in user satisfaction**.

CODE313

Detroit, MI

S.T.E.M. Engineer Intern

May. 2022 - Aug. 2022

- Developed and delivered programming courses to more than 5 youth education centers across Metro Detroit, effectively imparting valuable coding skills to aspiring learners.
- Contributed to the development of comprehensive computer science curricula encompassing game programming, logic, robotics, and critical thinking, ensuring an educational experience for students.

EDUCATION

WAYNE STATE UNIVERSITY

Detroit, MI

Bachelor of Engineering

Sept. 2020 - May. 2024

Major in **Computer Science**

Cumulative GPA: **3.9/4.0**; Dean's List 2020-2024

Relevant Coursework: Software Engineering, Computer Architecture, Operating Systems, Data Structures & Algorithms

SKILLS

Programming Languages: Java, TypeScript, JavaScript, Python, C++, SQL

Frameworks: React, Spring Boot, JUnit, Jest, Cypress, Mockito

Tools and DevOps: AWS Lambda, S3, DynamoDB, API Gateway, Aurora, IAM, CloudWatch, SQS, SNS, CloudFormation, VPC, SDK, CDK

Other Tools and Skills: Git, Generative AI (Cline, Roo, Claude), Visual Studio Code, IntelliJ, OOP, Big Data, Debugging

Soft Skills: Leadership, Teamwork, Communication, Cross-functional, Problem Solving, Software Project Management