ROBERT CUTTRISS

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Software Engineer | Back-End Developer | Product Development and SDLC Professional

EXECUTIVE PROFILE

An experienced and highly motivated Software Engineer and Back-End Developer with a growing background creating enhanced UI functionality and responsiveness. Heightened communication skills and advanced technical capabilities in a variety of environments support an ability to manage resources, determine end-user requirements and collaborate in team-centric collaborative efforts. Progressive programming and coding abilities deploying a wide range of platforms complement client-centric design capabilities; focused on seamless and responsive usability.

VALUE ADDED SKILLS

Software Engineering | Back-End Design | Project Management | UI | Team Management | Testing and Validation | Software Development | Data Analytics | User Requirements Analysis | Scripting | Stakeholder Relationship Management | Iterative Prototypes | APIs | Troubleshooting | Agile | Scrum

PROFESSIONAL EXPERIENCE

AMAZON LAB 126 DEVICES ORGANIZATION
Irvine, CA | Software Development Engineer – Level 4 | August 2022 – June 2023
Amazon's R&D team focused on the design and development of consumer electronic devices including, Amazon Fire TV and Echo Show devices. Key accountabilities revolved around:

- Participating in daily Agile-centric Scrum sessions to plan team sprints and conduct retrospectives, optimizing the development and product refinement process.
- Collaborating with an extended team of developers, designers and product managers to understand and define technical solutions.
- Managing ongoing experience**,** A/B**,** Functionality and Unit Testing.
- Spearheading the design and development of core product features, ensuring compliance to anticipated outcomes and objectives.
- Assisting with the planning, design, development, and deployment process of new applications and enhancements to existing applications.
- Aligning development activities with User Stories and Cases to ensure heightened product functionality and usability.
- Completing FOS 8 Uplevelling, upgrading Amazon's code from previous FireOS - Android version from FireOS7 to FireOS8
- Designing and adding new features to the Amazon FireOS codebase and conducting ongoing validation testing.
- Refactoring and adding new additions for previously working features to newer Android API versions. Working with QA team to validate regression issues in previously working features.
- Leading and conducting code reviews, ensuring robust compliance to coding standards and best practices.

EQ TECHNOLOGIC
Costa Mesa, CA | Software Engineer – Level 2 | October 2020 – August 2022
A leader in digital transformation, developers of an innovative Data as a Service scalable platform providing users with actionable business intelligence insights and analytics where I was responsible for:

- Aligning customer, product development and developer teams around solutions addressing product issues and challenges.
- Conceptualizing and iterating more than 25 APIs designed to ensure seamless communication and

project workflows, conducting ongoing refinement and testing to ensure readability and accessibility.
- Improving products' UI and UX ability to provide accurate data and next steps recommendations.
- Overseeing and conducting product testing prior to implementation, identifying and addressing product bugs.
- Serving as interim, ad hoc product owner / project supervisor, overseeing successful MBE Project Phase 3 execution and management.
- Identifying opportunities for product improvement, preparing detailed analytical reports for technical and non-technical audiences.

KEY RECENT PROJECT CONTRIBUTIONS AND LEADERSHIP

MBE Phase 3: Created and maintained the product documentation for the APIs, while:
- Improving performance of APIs by 22% by refactoring legacy code through separating processes to run asynchronously and refining inefficient code to better time complexities.
- Designing and implementing 50% of the REST APIs to help facilitate the migration of data by utilizing eQube-MI while working in Agile sprints.
- Creating prototypes during early R&D stages of the MBE Phase 3 project to tackle functional requirements that were reused by the team throughout the entire project.
- Implementing a feature that parses through .csv and .docx files and created TeamCenter objects to provide users more options for importing data.

Boot Camp Navy Training Project: Working within a collaborative 6-person team, I:
- Developed a web application allowing users to query an object from excel sheets, returning the objects in a JSON format.
- Produced a process in eQube-MI that parsed through various excel sheets using primary keys to find all the relevant information for an inputted ship component.
- Delivered project findings and conclusions to senior C-level management representatives that served as a foundation for future development efforts.

EDUCATION

Bachelor of Science in Computer Science (2020)
Donald Bren School of Information and Computer Sciences
University of California, Irvine | Irvine, CA

TECHNICAL SKILLSETS

MS Office Suite | CSS | JavaScript | HTML | MySQL | Java | Python

Formal References Will Be Provided Upon Request