Ramiro E. Pinedo

ramiroepinedo@gmail.com | (786) 302-5299 | Miramar, FL 33027 | linkedin.com/in/ramiropinedo

EDUCATION

Bachelor of Science in Computer Engineering ***December 2018***
University of Florida, Gainesville, FL

PROFESSIONAL SUMMARY

Dynamic Software Development Engineer with over 7 years of experience, including 3+ years at Amazon delivering scalable microservices for Prime Video's 220M+ global users. Proficient in Java, Kotlin, Type-Script, Python, and AWS ecosystems (Fargate, S3, Lambda, CDK, SQS, ECS, SNS), I specialize in optimizing performance, enhancing user engagement, and driving operational excellence through Agile methodologies and CI/CD pipelines. Passionate about customer-centric innovation, as demonstrated by initiatives reducing latency and costs while aligning with Amazon's Leadership Principles like "Customer Obsession" and "Invent and Simplify." Eager to leverage expertise in cloud-native architectures, machine learning basics, and cross-functional collaboration to tackle complex challenges in high-impact environments.

TECHNICAL SKILLS

- **Languages:** Java, Kotlin, Python, TypeScript (with CDK), Bash
- **Systems & Infra:** AWS (Lambda, EC2, ECS/Fargate, S3, SQS, CloudFormation), CI/CD automation
- **Monitoring & Ops:** CloudWatch, custom telemetry frameworks, incident response automation
- **Performance & Scaling:** Load testing, distributed system tuning, automated health monitoring
- **Security & Compliance:** Infra hardening, CDK-based enforcement, multi-account audit resolution

PROFESSIONAL EXPERIENCE

Software Development Engineer II, *Amazon* ***February 2022 – Present***

- Engineered and automated large-scale distributed systems supporting Prime Video's global streaming platform, serving 220M+ customers worldwide with sub-second latency requirements.
- Built monitoring and health management frameworks using AWS CloudWatch, custom metrics, and automated alerting, improving incident detection by 40% and reducing mean time to resolution.
- Automated infrastructure provisioning for 50+ services across 3 AWS regions using TypeScript CDK, Python scripts, and Lambda, eliminating manual setup and reducing deployment errors by >90%.
- Developed telemetry pipelines for real-time anomaly detection across 5 client platforms (Web, Android, iOS, 3rd Party, Devices), preventing revenue-impacting tracking errors and supporting multi-million dollar partner payouts.
- Led security hardening across multi-region accounts, applying CDK-based compliance fixes and implementing monitoring systems that prevented dozens of potential infrastructure vulnerabilities.
- Directed large-scale load testing for major live events (Copa Do Brazil 2023, Thursday Night Football 2023/24), simulating hundreds of thousands of concurrent users and identifying bottlenecks before production.
- Collaborated with cross-functional teams (client engineering, infra, security, marketing) to design solutions that balanced performance, scalability, and security in highly available distributed systems.

Graphics Software Engineer, ***Intel Corporation*** ***March 2019 – February 2022***

- Engineered an automated build tracking solution for Intel integrated graphics drivers using OOP Python scripts, Event Tracing for Windows, and Chrome tracing, reducing build times by up to 35 minutes for 1,000 driver/user builds daily.
- Led distributed system design for migrating 387 graphics driver projects from Gerrit to GitHub, streamlining workflows for 3,000 developers and boosting productivity by 20%.
- Contributed to Visual Technologies Innovator Team, implementing C++ and C# rendering techniques to enable 6 degrees of freedom (6DoF) for immersive visual experiences on Intel devices.
- Automated driver integration testing with Python scripts, halving test cycle times and improving release quality.

Software Engineering Intern, ***Jacobs Technology(TOSC)*** ***May 2018 – August 2018***
Kennedy Space Center, Cape Canaveral, Florida

- Developed Bash scripts to automate Linux VM management for the Ground and Flight Applications team, minimizing development roadblocks and reducing setup time by 20%.
- Applied Agile methodologies to efficiently develop unit tests for Propulsion team projects, ensuring 100% reliability ahead of Space Launch System updates.
- Updated documentation for Space Launch System, easing onboarding for new team members.
- Identified and fixed several bugs during code reviews and code base deep-dives, preventing deployment errors.