Stephanie Dover

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Senior Software Engineer | Developer Platforms, Distributed Systems, ML Infrastructure

Engineer with 8+ years of experience designing and scaling distributed systems, full-stack platforms, and ML infrastructure. Proven ability to deliver high-impact systems at scale (Twitch, GitHub, Microsoft, Rad AI). Currently focused on ML Ops and AI platform engineering, bridging the gap between research and production to operationalize machine learning in healthcare.

Work Experience

Rad AI — Seattle, WA

Senior Software Engineer | 05/2024 – 09/2025

- Designed and built core platform services in Python, AWS, and GCP, enabling other engineering teams to deliver features on a unified foundation.
- Developed ML Ops infrastructure for training, evaluation, and deployment of generative AI models in healthcare, ensuring reproducibility, monitoring, and scalable deployment across 100+ hospitals.
- Partnered with data scientists to operationalize radiology models, reducing friction from research to production while meeting compliance and reliability standards.

Amazon — Twitch — Seattle, WA

Software Engineer | 10/2021 – 04/2024

- Architected and launched the new Channel Points balance system (AWS + Go), processing millions of transactions daily with improved reliability and scalability.
- Led a zero-downtime migration of legacy balances to the new system, safeguarding user trust for streamers and viewers.
- Delivered cross-platform updates to Bits and Cheering on backend (Go), web (React/TypeScript), and mobile (Android/Java/Compose).
- Implemented real-time customer notifications using pub/sub architecture.

Microsoft — GitHub — Redmond, WA

Software Engineer | 07/2020 – 10/2021

- Implemented a redesign of GitHub authentication with Golang, Ruby on Rails, React, and TypeScript, improving security and scalability.
- Built new authentication microservices on Azure + Kubernetes, strengthening reliability and developer experience.

Microsoft — AppCenter — Redmond, WA

Software Engineer | 08/2018 – 07/2020

- Designed and implemented microservices for build and distribution systems (Go, Azure, Kubernetes), used by thousands of developers globally.
- Redesigned app distribution pipeline, integrating with Apple and Google app stores to improve release reliability.
- Improved CI/CD performance and developer feedback cycles with faster build notifications and more resilient pipelines.

BaseMap Inc. — Greater Seattle Area

Web Development Engineer | 10/2017 – 08/2018

- Led the web development team, designed and built the web app from the ground up with React and TypeScript.

Code Fellows — Greater Seattle Area

Teaching Assistant (Contract) | 09/2017 – 10/2017

Freelance, Self-Employed — Greater Seattle Area

Full Stack Developer | 05/2016 – 03/2018

- Delivered custom applications for clients on AWS, Azure, and GCP using React, Node, and JavaScript.

Education

- **Master of Engineering in Software Engineering** — Arizona State University | 2024 – 2025
- **Bachelor of Arts in Philosophy** — Arizona State University | 2018 – 2021

Skills

Languages & Frameworks: Python, Go, TypeScript, React.js, Ruby on Rails, Java, C#/.NET Core
Cloud & Infrastructure: AWS, GCP, Azure, Kubernetes, Microservices, Distributed Systems, CI/CD
Machine Learning & Data: ML Ops, Model Deployment, Model Testing, Kolena, Athena, Pandas, NumPy
Development Practices: Software Design, System Architecture, Testing Infrastructure, Agile