Dominick **Gurnari**

SOFTWARE DEVELOPMENT ENGINEER

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Work Experience

Amazon   *Seattle, Washington*

SOFTWARE DEVELOPMENT ENGINEER II | AMAZON PRIME   *May. 2022 - Present*

- Led a team of 2 peers to design, plan, deliver and maintain a machine learning infrastructure framework, using step functions to orchestrate tasks with Amazon Elastic MapReduce for compute in order to enable onboarding new use cases and models within 1 week compared to 16 weeks.
- Standardized computation resource usage in order to save 56% in cost across production use cases.
- Mentored 2 interns, providing them assistance with technical and non-technical problems, and providing them guidance with career development, leading to return offers.
- Collaborated with product managers, software engineers, data engineers and applied scientists to launch models in 20+ regions in order to provide business insights from customers.

Scale AI   *San Francisco, California*

SOFTWARE ENGINEER II | SCALE CATALOG   *Jul. 2021 - Apr. 2022*

- Launched and developed infrastructure and an operations platform for product enrichment of over 10000 unique merchants in order to win a multi-million dollar contract in 10 weeks.
- Organized, planned and delegated tasks to 3 engineers in order to construct a universal e-commerce API for our clients.

SOFTWARE ENGINEER | OPERATIONS   *Mar. 2021 - Jul. 2021*

- Gathered and led a team of 5 associates to brainstorm, design, build and roll out an on-boarding system to improve the percentage of new users to remain on our platform after a month from 4% to 7.5%, enabling higher capacity for labeling.
- Identified, built and rolled out a scalable solution for patching our quality control, saving more than $400k quarterly by eliminating egregious spending.
- Built and deployed a system for automating our payouts for workers, using 30 day historical data to change pay according to a target hourly rate in order to mitigate misconfigurations, saving 15% on overall payouts weekly, totaling $800k quarterly.

Amazon Web Services (AWS)   *Seattle, Washington*

SOFTWARE DEVELOPMENT ENGINEER | AWS QUICKSIGHT   *May. 2020 - Feb. 2021*

- Built and rolled out multiple features with React, Redux, Spring and DynamoDB, while designing high-scale architecture to support thousands of accounts.
- Orchestrated discussions with core leadership, including principal engineers, director of engineering, head designer and lead project manager to present new features and articulate product vision.
- Created a front-end error catcher and alarm system to alert our team of client side errors to provide customers with a better experience.
- Helped on-board new teammates by volunteering as an on-boarding buddy to enable successful ramp up.

Carnegie Mellon University | Software Engineering Institute   *Pittsburgh, Pennsylvania*

RESEARCH AND DEVELOPMENT INTERN   *Sep. 2018 - Dec. 2019*

- Explored anomaly and intrusion detection on new robotics platforms and robotics middleware (such as ROS 2) via novel methods such as inverse reinforcement learning for deployment of autonomous vehicles.
- Developed and implemented extended functionality using CMake in NS-3, an Open Source Discrete Network Simulator, to model high density networks with supersonic objects.

Education

University of Pittsburgh   *Pittsburgh, Pennsylvania*

B.S. IN COMPUTER SCIENCE   *Aug. 2016 - Dec. 2019*

Skills

SUMMARY

- Languages: Python, Java, JavaScript, C, C++, SQL
- Frameworks: React, Redux, Angular, Node.js, Flask, ROS (Robot operating system)
- Tools: AWS, Docker, Git, MongoDB, PostgreSQL, MySQL
- Other: Data structures, Algorithms, Distributed systems, Engineering best practices, Unit testing