SCOTT LEE

Seattle, WA | scott@whyi.net | AWS Certified Cloud Practitioner

PROFESSIONAL EXPERIENCE

SOFTWARE DEVELOPMENT ENGINEER II
Mar 2024 - Oct 2026

Amazon
Seattle, WA

AWS Partner Network Department of Amazon Web Services organization

- Designed and deployed the AWS Partner Seller Compensation SPA managing 100k+ contract details, utilizing Spec-Driven Development (SDD) powered by Claude and Kiro.
- Business insights and KPIs, using Python, AWS Lambda, API Gateway, QuickSight, React JavaScript, AWS TypeScript CDK.
- Reduced API Latency from 1800ms to 1200ms using AWS SDK client and AWS STS credential caching, creating a more responsive customer experience.
- Developed a CI/CD pipeline to automate QuickSight dashboard and dataset migration across AWS accounts using Python and AWS Lambda, saving over 600 engineer hours with automated feature deployment.
- Identified an inaccurate user troubleshooting message and proposed and implemented a more descriptive error message, eliminating a 1-week customer support response time for timely issue resolution for all users.

LEAD SOFTWARE ENGINEER
Nov 2021 - Oct 2023

Salesforce
Seattle, WA (Hybrid)

Developer Productivity & Experience Department of Tableau organization

- Achieved operational excellence by leading the end-to-end design and implementation of an out-of-SLA bug tracking service.
- Led discovery and migration of Tableau CI/CD pipelines from GitLab and TeamCity to Salesforce using GitHub and Jenkins.
- Delivered in-depth build metrics analysis by spearheading the design and implementation of a build telemetry system.
- Led optimization of Tableau server build time by dissecting Gradle source code and build scans, addressing key bottlenecks.
- Participated in on-call rotation and provided customer support for the developer productivity tools.

SENIOR SOFTWARE ENGINEER
May 2015 - Oct 2021

Microsoft
Redmond, WA

Commerce and Ecosystems, Marketplace Ingestion Experience Team

- Designed, Implemented, and maintained APIs behind the self-serve Microsoft Partner Center.
- Migrated classic cloud services to Azure Kubernetes Services (AKS)
- Containerized web roles into a docker image, configured with the right parameters to be deployed onto AKS.

Network Planning Team

- Designed and implemented the front-end part of the Network Capacity Planning Workbench using Angular.js
- Designed, implemented, and maintained high-fidelity Power BI reports: Network ROB (Rhythm of Business)

MSUtilization service Team

- Tech-lead of the service to provide utilization and forecast of Azure products to capacity planners/managers.
- Earned MCIO Role Model Award for enabling near real-time monitoring by delivering Redis cache layer of the service.
- Participated in on-call rotation of the service, analyzing root cause of high severity alerts.

SENIOR SOFTWARE DEVELOPER
Apr 2014 - Apr 2015

Aequitas Capital Management
Lake Oswego, OR

Worked on the Unigo.com venture – College review website

- Designed and implemented the registration/login system of Unigo.com: Angular.Js frontend, ASP.NET MVC5 backend.
- Implemented administrator-facing backend services to manage scholarships and universities data.
- Integrated other websites into Unigo.com by utilizing server-to-server communication via RESTful APIs.

SOFTWARE DEVELOPMENT ENGINEER II
Sept 2013 - Apr 2014

Groupon
Seattle, WA

Designed and implemented the backend service of Getaways (Travel web-application).

- Implemented backend Restful inventory service to support large-scale hotel data in Java, Ruby on Rails and MySQL.
- Profiled and optimized performance of the backend service to minimize database queries and meet the KPI.
- Agile methodologies – actively involved in the iterative planning meeting, standups and code reviews.

SOFTWARE ENGINEER
Jul 2010 - Aug 2013

Intel
Hillsboro, OR

Core CAD Technologies, Design and Technology Solutions Division.

- Rejuvenated an old C++ library to C++11, reducing the code base from 500KLOC to 300KLOC.
- Led a small team of software engineers using pair programming and Kanban procedures.
- Interacted with key stakeholders of the library to analyze, prioritize, and deliver software solutions.
- Proactively improved the library by identifying performance hotspots and robustness issues in customers' usages.
- Research and development of 3D Delaunay meshing by reading and implementing research papers.
- Created over 500 pages of a comprehensive manual with examples to train new users of the library.
- Instructor of internal C++ class: Trained ~35 coworkers in Oregon and California.

SOFTWARE DEVELOPER
Jan 2010 - Jun 2010

Wolfram Research
Champaign, IL

- Improved import/export framework of 3D graphics file formats in Mathematica 8.
- Designed and implemented import/export capability of VTK (Visualization Toolkit) file format.

EDUCATION

MASTER OF SCIENCE IN COMPUTER SCIENCE
Aug 2007 - Dec 2009

Georgia Institute of Technology
Atlanta, GA

- Area of specialization: Computer Graphics
- Masters Project: Sketch Based Mesh Deformation

BACHELOR OF ENGINEERING
Mar 2002 - Feb 2006

Gyeongju University
South Korea

- Major: Information and Communication Science Program
- Second Major: Computer Science Program