

Kevin Stich

Seattle, WA Area

M 815.451.0498

kevin@kstich.com

<https://github.com/kstich>

Profile

Solution-focused software engineer with experience leading teams from idea through release and continued development. Creates robust, maintainable, and scalable software in coordination with multiple teams of stakeholders. Experienced in mentoring individual contributors, people managers, and product managers. Skilled in writing technical designs, project plans, as well as product and team direction proposals.

Experience

Senior Software Engineer, AWS; Seattle, WA — 2017 - Present

Smithy — Senior Software Engineer — August 2018 - Present

Designed and developed many features of Amazon's next generation API modeling language. Responsible for use of Smithy in all new AWS services launches, including strategy alignment with director level management and tooling updates across multiple teams. Developed model transformations for use with CloudFormation and IAM, saving years of developer effort and eliminating whole classes of human error. Owned open sourcing and internal integrations, including coordinating with service frameworks, security, documentation, and launch teams.

AWS SDK for PHP — Software Engineer — March 2017 - August 2018

Led the SDK team in feature development, planning, and operations. Specific features developed include client-side encryption for S3, client-side metrics, and event streaming support. Developed and coordinated cross-team improvements for AWS service launches and operational excellence within the SDKs and Tools organization.

AWS API Bar Raising — Mar 2018 - Present

Reviewed 300+ AWS feature launches, including 40+ new services, improving the quality and forwards-compatibility of their APIs. Wrote, updated, and reviewed several AWS API Standards, helping new service teams provide a better experience for customers. Coached upcoming bar raisers on how to perform reviews, assess the API Standards, and update tooling to help enforce standards.

SDKs and Tools Operations — Feb 2018 - Present

Took ownership of operations review in 100+ person organization, streamlining the agenda, attendee list, and discussions. Collaborated with senior leadership to streamline tracking past events and working action items, reducing systemic issues and eliminating major sources of SLA misses. Mentored junior engineers of various backgrounds and skill levels on leading meetings, engaging in conversations, and working with senior management.

VP of Production, Synapse Games; Chicago, IL — 2010 - 2017

Animation Throwdown — VP of Production — Nov 2014 - 2017

Directed efforts to build scalable PHP game server software in preparation for millions of daily users. Optimized and implemented product features with design, testing, and customer service support. Guided multiple studios through development to ensure project and feature completion.

Tyrant Unleashed — Project Lead — Dec 2012 - June 2015

Led a team of ten in developing the company's most successful game. Coordinated efforts and oversaw scheduling across disciplines for continued content releases. Made feature and purchasable content decisions guided by user behavior analytics. Worked with publisher and other partners to make the game available on four mobile and web platforms.

Other Projects

Explored other programming languages, database technologies, and infrastructure tools. Designed and implemented a custom data collection interface. Developed extensible solutions for mobile, web, and standalone platform integrations including in-app-purchasing systems.

Languages

Capable of developing production level code in Java, PHP, Typescript/Javascript, Python, and Ruby.

Education

DePaul University, Chicago, IL — 2011 — Bachelors Degree in Computer Science, Minor in Game Programming