

# Ross Grambo

SOFTWARE ENGINEER, SEATTLE, WA  
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Personal Github: [rgrambo](https://github.com/rgrambo)  
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**Languages:** Java, JavaScript, TypeScript, Python, Go, C#, Swift, PHP, Ruby, HTML/CSS (SASS, LESS), SQL, bash  
**Frameworks/Tools:** React, Angular, Node, .NET, Express, Bootstrap, Salesforce Lightning, Unity, Android, AWS (Lambda, ECS, EC2, RDS, Fargate, CloudWatch, SWF, SQS, SNS), Azure, Google Cloud, Kubernetes, Docker, Git, JSON, YAML, RESTful APIs, Entity Framework, MySQL, NoSQL

**AI Skills:** Proficient in integrating and leveraging AI tools (e.g. GPT-based coding assistants) for code generation, prototyping, developer support, and team productivity. Advocate for responsible AI use in software development workflows.

## Software Engineer – Microsoft Azure

Feb 2023 – Present

Azure App Configuration | Redmond, WA

- Served billions of requests daily.
- Robust security, reliability, and monitoring.
- Worked alongside AI development to enable customers to deploy and build better AI.
- Deployed and maintained in Azure Kubernetes Service.
- Designed, implemented, and maintained SDKs. Offering advanced features like targeted feature flags and customer driven Experimentation.

## Software Engineer – Amazon

Aug 2021 – Feb 2023

Supply Chain Optimization Technology & Luna | Seattle, WA

- **Java Fargate** Service running on **Elastic Container Service**. **EC2** instances provisioned for users, running ~20k instances weekly.
- **Internationalizing** Amazon Luna by expanding to the EU, the first service region expansion.
- Achieved a 15x speed increase for provisioning an EC2 instance for users.
- Designed and implemented a **Distributed Job Scheduling** solution for consuming a Machine Learning model to evaluate the cost of allowing a trailer to dwell.
- Processed millions of events daily.
- Contributed to the platform's **containerization strategy**, transitioning services to **Docker + Kubernetes**.

## Developer Advocate – Asana Inc

Feb 2019 – Aug 2021

Developer Relations | San Francisco, CA

- Managing and maintaining our many API client libraries, internal tooling, and developer facing content.
- Created an **OpenAPI** toolchain, converting each **Client Library** to be generated with **Swagger**.
- Redesigned and implemented a new UI for the API documentation.
- Met with external developers and cross-functional stakeholders to drive the platform's direction.
- Mentored and on-boarded an engineer to the team.

## Software Engineer – Echo Technology Solutions

Mar 2017 – Feb 2019

Consulting | San Francisco, CA

Variety of projects and languages. Managing communication between different teams, projects, and clients through multiple organizations.

- Led the development and maintenance of the team's **Apex Rest API**
- **Product Owner** for both **Android** and **iOS** native development, generating tasks for the team, developing, and managing deployments on apps with over 2000 daily users.

## Software Engineer – Slalom

Aug 2016 – Dec 2016

Consulting | Seattle, WA

Quickly adapt to a diverse set of teams, technologies, clients, and users.

### Storage Company Web Platform

- .NET backend and an **Angular** frontend
- Worked with **Amazon Simple Workflow (SWF)** to handle complex business logic
- Managed and made design decisions for **C# RESTful API**

### Alexa Skill PoC

- Led the development using **Amazon Alexa Skills Kit**, **AWS Lambda**, and **Node**.

## Cofounder – Grambo Games

June 2017 – Present

Created a Game Development company and took the role of lead engineer.

- Released 2 games built on **Unity**. Used **VR**, Twitch integrations, and an API for handling in-game currency. Used **C#** for front end, **Go** for API, and a **MySQL** DB.

## EDUCATION

University of Washington, Seattle, WA

Sept 2012 – June 2016

- *Bachelor of Science in Informatics - Human Computer Interaction Track*