

# JONATHAN LEE

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## Professional Summary

Software Engineer skilled in defining and executing development strategies through a distinctive management and design approach. Continuously learning new methods and effectively utilizing colleagues and resources to address challenges ranging from minor bugs to catastrophic software failures and enterprise-wide initiatives. Committed to delivering high-quality software while consistently keeping customer obsessed.

## Technical Summary

- **Programming Languages:** Java, Python, C/C++, Typescript, JS, Kotlin\*, Rust\*
- **Frameworks & Libraries:** Spring Boot, GraphQL, React, Guice, Node, Cucumber, JUnit 5
- **Tools & Technologies:** AWS (Lambdas, Synthetics, EC2, DynamoDB, DocumentDB, API GW, MSK), Kafka, Kubernetes (on prem and EKS), Docker, Gitlab CICD, Terraform, CDK
- **Databases:** DocumentDB, Mongo, Neo4j, PostgreSQL
- **Development Practices:** RESTful, GraphQL, DevSecOps, CI/CD, Security first, Agile, Kanban

\* Experience not in production

## Professional Experience

**Principal Software Engineer**, 04/2022 to Current

**BLUE ORIGIN** – Remote (Minneapolis, MN)

- Hands on technical leader and responsible for multi team architecture and outcome for all Manufacturing Part Assembly, Pedigree and Quality Management supporting New Shepard, New Glenn, Engines, Lunar and Advanced Programs.
- Contributed to major company priorities, such as NS suborbital launches, BE4 engine deliveries, and New Glenn assembly. Ensured system integrity and 100% traceability for parts, including managing nonconforming components.
- Led a cross-functional team to successfully develop a full-stack Event Reporting System within two months, enabling Blue Origin to bid on a NASA Lunar vehicle contract.
- Developed Domain Driven Micro-services using RESTful and GraphQL patterns.
- Established observability and operational excellence best practices leading more than 7 teams to create thousands of metrics and monitors spanning more than 40 micro-services.
- Advocated and successfully transformed the 100 engineer organization to implement Infrastructure as Code with Terraform to provision thousands of Datadog monitors, AWS datastores, EKS, MSK clusters, and compute instances.
- Utilized Kubernetes and managed multi team EKS infra to scale our services and applications.

- Developed internal AI application used by several teams to bring ChatGPT closer to the users through a browser extension interfacing with their content.

**Principal Software Engineer, 02/2021 to 04/2022**

**TARGET – Minneapolis, MN**

- Technical leader of a 30 person engineering team to define architecture and culture for Merchandising Assortment and Financial Planning at Target for to all 1900 nationwide stores.
- Created planning products that enable planners and analysts to make data driven decisions using historical, analytical and operational datasets to determine upcoming product assortments, contributing to billions of dollars in revenue.
- Enable elasticity and demand forecasting Data Science models to the enterprise through scalable APIs used by multiple consumers including Price, Promo and Supply Chain.

**Senior Software Engineer, 06/2020 to 02/2021**

**BLUE ORIGIN – Kent, WA**

- Developed world class manufacturing systems for the assembly of space vehicles including New Shepard and New Glenn.
- Managed tracking and resolution of thousands of nonconforming components.
- Developed capabilities for receiving and inspecting parts sent from vendors.

**Software Development Engineer, 10/2019 to 06/2020**

**AMAZON – Seattle, WA**

- Designed and developed the next generation payment processing platform to process world wide traffic for millions of customers.
- Migrated over 2 billion credit cards to AWS, ensuring PCI compliance and zero downtime.

**Lead Software Engineer, 03/2015 to 10/2019**

**TARGET – Minneapolis, MN**

- Designed and developed a pricing application that analyzed millions of competitor prices, leading to numerous price adjustments.
- Developed enterprise applications for authoring, managing and publishing promotions.
- Architected and developed a product that authors, manages and publishes shipping and handling rates for all items on Target.com.
- Executed full stack solutions utilizing AngularJS, RESTful micro services, and Neo4j.

**Senior R&D Software Engineer, 06/2013 to 03/2015**

**LOCKHEED MARTIN – Eagan, MN**

- Developed research and development air traffic control prototype software for the En Route Automation
- Modernization (ERAM) program used in future FAA and international contracts

- Analyzed areas for potential corporate future growth and created proof of concept software that met the customer's needs
- Developed Java swing applications, messaging services, thread management utilities, and flight simulations
- Graduate of the Lockheed Martin Engineering Leadership Development Program.

**Software Engineer**, 05/2008 to 06/2013

**LOCKHEED MARTIN** – Eagan, MN

- Developed R&D air traffic control prototype software used in future FAA and international contracts
- Implemented code to satisfy design requirements, created test documentation and collaborated with other teams to develop a high quality system

## **Education**

**Master of Computer Science**

**University of Minnesota - Twin Cities** - Minneapolis, MN

**Graduated:** 2013

**Bachelor of Science in Computer Science**

**University of Minnesota - Twin Cities** - Minneapolis, MN

**Graduated:** 2008