

Kenneth Mecum

contact@kenmecum.com — (206) 591-1272

Professional Experience

July 2023–October 2024	Software Developer at Desert Lab Studio LLC Implemented and maintained several features for an online movie theater platform, including payment processing, configuration, error handling, and voucher management and redemption. Introduced unit and integration tests to reduce errors in deployed code.
March 2022–April 2023	Software Engineer II at Microsoft Worked on the Support AI team within Microsoft Azure. Developed an A/B testing platform for support articles using a variety of cloud technologies. Improved performance of a backend service used for identifying services for support by 120% by caching frequent responses both in memory on each node and in a distributed cache. Performed infrastructure maintenance to support reliability, scalability, and security.
February 2021–March 2022	Software Development Engineer II at Discovery, Inc. Worked on the Global Transcoding Platform, a service to transcode video mezzanines into DASH and HLS for streaming to browsers, set-top, and mobile devices. Led a project to introduce a new packager to repackage 200,000 assets within 9 days. Drafted several design proposals to normalize our database, make our infrastructure full CI/CD, and allow scaling of the service to 600x current capacity.
August 2019–February 2021	Software Development Engineer at Amazon Worked on the Prime Video Downloads Services team building and maintaining two services enabling downloads for millions of Prime Video customers. Proposed, designed, and implemented new features and improvements to the service based on internal and customer needs. Led multiple major projects from design to implementation and maintenance.
May 2018–August 2019	Software Developer II at Hexagon Mining Designed and implemented new features for the flagship product for the company, a mining. Worked on several research projects including: <ul style="list-style-type: none">• A transition from a legacy UI framework to WPF• Moving from a custom in-house renderer to OpenSceneGraph• Replacing a legacy disk-based file format with a SQL database using a centralized service in .NET Core

Education

2016-2018	Bachelor of Science in Computer Science <i>Magna cum laude</i> University of Arizona
2012-2014	Bachelor of Arts in History and Geography <i>Magna cum laude</i> University of Arizona