

# ANDREW AYE

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## Chief Technology Officer

*~ Extensive expertise leading full software development lifecycle of next generation applications and solutions. ~*

Results-focused PMP and technology professional possessing extensive technical expertise managing strategic business initiatives and IT teams for global organizations such as Amazon and Microsoft. Proficient in numerous project methodologies and tools to create project schedules and define project scope, objectives, and client requirements to meet goals within the timeline and budget parameters. Adept at launching innovative programs and services that capture new revenue opportunities and tap into new markets. Collaborative communicator with capacity to boost team morale and promote synergy across business lines to drive positive change. Retain numerous industry certifications such as CIPP, CIPT, and CCSFP; currently pursuing Master of Business Administration (MBA).

### AREAS OF EXPERTISE

IT Program & Project Management | Software Design & Development | Product Development | Team Leadership  
Relationship Management | Coaching & Mentoring | Cross-Functional Collaboration | Negotiations | Strategic Planning  
Software Development Lifecycle (SDLC) | Risk Assessment | Stakeholder Relations | Software Engineering  
IT Troubleshooting | Process Improvements | Innovative Solutions | Revenue Growth | Due Diligence

### CAREER HIGHLIGHTS

#### AMAZON, Seattle, WA

2017–Present

##### Principal Software Engineer

Developed technical strategy and engineering capabilities as part of the Amazon North America Consumables leadership team. Provided software engineering design guidance and operational review of services and systems. Programs in the organization include SNAP EBT (USDA Food Stamps), Prime Pantry, Parent Experience, Sampling, Consumable Innovation, and Amazon retail categories such as Health, Beauty, Core Consumables, Groceries, Baby, and Business. Performed due diligence reviews to determine risks and opportunities (e.g., Pillpack). Communicated with internal and external stakeholders, clients, cross-functional managers, and team members to support project efforts.

- Organization started with over 150 engineers in 2017 and grows on average 5% YoY.
- Collaborated on entitlements totaling over \$500 million in improvements to free cash flow.
- Orchestrated proof of concept engineering design enabling health service organization access to Amazon CDO services while maintaining required data handling and protection and privacy requirements.

#### MICROSOFT, Redmond, WA

2014–2017

##### Principal Software Engineering Team Lead (2015-2017)

Directed engineering for eight studios concurrently overseeing the development of five products and leading 30 to 70-member teams at three or more of these sites for each product. Interfaced with internal technical leaders and external teams to determine program and product specifications, recommending changes for efficient development and timely delivery. Established project timelines and milestones, and initiated design changes on four products across more than ten companies (including additional contract studio locations), successfully achieving established objectives.

- Responsible for prioritization and planning of over 750 engineers.
- Played integral role in Xbox One X developer platform and HDR game implementation.
- Utilized subject matter expertise to establish quality and performance standards.

##### Director of Engineering (2014-2015)

Created a technical program plan, determined scope, identified required resources and assigned responsibilities to facilitate the transition from an established to a new IP. Diagnosed and resolved production issues or assigned it to the appropriate staff for handling. I collaborated with cross-functional departments to ensure activities met requirements, resulting in on-time releases.

- Lead team (>18 SDE) through scaling test and development for iOS Launch (100x increase in DAU)
- Formulated scale plan to adhere with SDLC processes.
- Guided team through studio closure after change in senior leadership.

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## INFINITY WARD, Encino, CA

2011–2014

### Director of Engineering

Functioned as a Project Lead (Manager) and Director of Engineering performing duties such as creating goals and schedules, managing change and risk management, and determining manufacturing readiness. Provided management oversight to a team of more than 70 programmers, seven managers, and three studio technical directors, steering technical direction and decision making to support development. Collaborated with internal and external stakeholders and leadership teams to define plans, product features, and process requirements propelling development and facilitating global launch of the product. Steered negotiations for engineering centric marketing deals and ad placements.

- Project Lead (Manager) and Director of Engineering with \$150-200 million project budget.
- Project revenues of \$1.2-\$1.4 billion.
- Integrated production processes and management across four studios (>70 SDE).
- Lead franchise through change of hardware generation with 1.5-year constraint.
- Successful release of Call of Duty: Modern Warfare 3 and Call of Duty: Ghosts.
- Call of Duty: Modern Warfare 3 was #4 best-selling game for 2010 - 2019 (NPD)
- Call of Duty: Ghosts was #6 best-selling game for 2010 - 2019 (NPD)

## MICROSOFT, Redmond, WA

2010–2011

### Lead Software Engineer

Partnered with cross-functional teams to understand process and requirements of the Kinect Launch pack-in title in an effort to advocate OS code and data changes to optimize performance. Identified technical project risks and directed kernel troubleshooting, communicating with key players and project teams to expedite the timely resolution of issues. Directed content changes that enhanced memory and performance.

- Reduced CPU time from 40ms+ to 32ms for 92% of game time.
- Achieved 30 FPS, repaired crash buds, and increased MTBF from 10 minutes to over 70 hours.

*Additional experience as Software Engineer Manager, Senior Software Engineer Team Lead, Senior Software Engineer for Obsidian Entertainment, Simulation Engineer for Terminal Reality, and Lead Programmer for Sunstorm Interactive.*

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## EDUCATION, AND CERTIFICATIONS

### MASTER OF BUSINESS ADMINISTRATION

Cornell University—Ithaca, NY, USA

Queens University—Kitchener, ON, Canada

### BACHELOR OF MATHEMATICS, COMPUTER SCIENCE (HONORS)

### BACHELOR OF APPLIED SCIENCE, MECHANICAL ENGINEERING (HONORS)

### BACHELOR OF ARTS, FILM & FINE ARTS (HONORS) PENDING

University of Waterloo— Waterloo, ON, Canada

Project Management Professional (PMP - PMI)

Certified HIPAA Privacy Security Expert (CHPSE- Supremus)

Certified Common Security Framework Practitioner (CCSFP - HiTrust)

Certified Information Privacy Professional (CIPP/E -IAPP)

Certified Information Privacy Professional (CIPP/US - IAPP)

Certified Information Privacy Technologist (CIPT - IAPP)