

JESSE LANDIS

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WORK EXPERIENCE

Amazon

Arlington, VA

Software Development Engineer

August 2025-present

- Enhanced and expanded an event-driven notification platform by integrating AWS Lambda, SQS Queues, and EventBridge to automate and orchestrate region build processes
- Integrated a Generative AI chatbot into the system to handle service notifications and operational FAQs, cutting manual support requests by 30%
- Implemented new frontend features enabling users to customize notification preferences, improving the flexibility and usability of the region build notification platform

Capital One

Richmond, VA

Associate Software Engineer

January 2024-August 2025

- Architected and developed a backend microservice utilizing Python with FastAPI to service an application used by over 8,000 engineers to create test data through highly complex workflows
- Designed and implemented queue-based communication between two microservices, decoupling workloads to enhance scalability and performance
- Assisted in developing a new frontend in React with TypeScript to provide a better customer experience
- Created an automated testing suite to test the health of 25 internal CI/CD pipelines used by over 10,000 developers at Capital One

EDUCATION

Georgia Institute of Technology

Atlanta, GA

Master of Science Computer Science

December 2025

Specialization: Machine Learning

Relevant Coursework: Machine Learning, Graduate Algorithms, Machine Learning for Trading, AI Ethics & Society, Data and Visual Analytics, Graduate Operating Systems, Modeling and Simulation

University of Florida

Gainesville, FL

Bachelor of Arts in Economics

May 2023

Minors: Computer Science, Philosophy

SKILLS

Software: Python (Scikit-learn, Pandas, NumPy, FastAPI, Behave), JavaScript (React, Angular, Typescript), C++, Java (Spring Boot), Jenkins, SQL, MongoDB, HTML, CSS, Gherkin, Amazon Web Services

Certifications: AWS Solutions Architect, Microsoft Excel, Cybersecurity Secure Solution Architect

PROJECTS

Center for Sustainability Communities App

- Partnered with non-profit as a lead engineer to assist them in web development as part of master's program
- Developed a progressive web app for organization to allow users to find environmental information and incentives in their area, and to contact the organization for specific requests

Multithreaded client and server implementation

- Developed multithreaded server that was able to fetch, store, and return the status of files using Google's gRPC protocol for high performance in low latency environments

Chess AI

- Created a chess desktop game, with a custom computer AI, only utilizing C++ and the SFML library
- The AI can update its behavior based on the individual play of the user, playing up to a 1500 rated level

ORGANIZATIONS

CODERS

Richmond, VA

Volunteer Instructor

April 2024-Present

- Met with a group of middle school students to teach them the basics of coding once a week