

Kortney Rositano

Principal Software Engineer

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📍 1234 Silver Lane, Las Vegas,
NV 89101

Education

Master of Science in Software Engineering at University of Nevada, Las Vegas

Aug 2008 - May 2013

Relevant Coursework: Advanced Programming, Software Design and Architecture, Software Quality and Testing, Project Management, Data Structures and Algorithms, Distributed Systems, Human-Computer Interaction, Artificial Intelligence, and Machine Learning.

Links

[linkedin.com/in/kortneyrositano](https://www.linkedin.com/in/kortneyrositano)

Skills

Python

JavaScript

ReactJS

Node.js

Docker

Kubernetes

TensorFlow

Languages

English

Italian

Profile

Principal Software Engineer with 10 years of experience in leading the design, development, and implementation of high-quality software solutions. Demonstrated expertise in full-stack development, agile methodologies, and software architecture. Strong team leader and mentor with a track record of driving technical innovation, optimizing performance, and ensuring code quality. Proven ability to collaborate with cross-functional teams and deliver exceptional results in fast-paced, dynamic environments.

Employment History

Principal Software Engineer at Switch, Inc., NV

Feb 2023 - Present

- Led the development and successful deployment of a complex software system that improved overall application performance by 35% and reduced server downtime by 20% at Switch, Inc., NV.
- Managed a team of 10 software engineers to design, develop, and implement a critical software module within the company's flagship product, resulting in a 50% increase in customer satisfaction and a 25% reduction in support tickets.
- Successfully delivered a high-profile project under budget and ahead of schedule, resulting in cost savings of \$100,000 and securing a long-term partnership with a key client for Switch, Inc., NV.

Senior Software Engineer at IGT, NV

Jul 2020 - Jan 2023

- Developed and deployed a new gaming platform that increased system efficiency by 25%, resulting in a 15% increase in revenue for IGT, NV.
- Led a team of engineers in the successful migration of legacy systems to cloud-based infrastructure, reducing overall operational costs by 30% and improving system uptime by 20%.
- Implemented an Agile development process that increased the team's productivity by 40%, enabling the delivery of 10+ high-quality software releases within a year.

Software Engineer II at Aristocrat Technologies, NV

Sep 2013 - May 2020

- Developed a highly efficient game engine that increased the performance of gaming applications by 60%, resulting in a 30% increase in customer satisfaction and a 20% increase in revenue for Aristocrat Technologies.
- Implemented a new automated testing framework that reduced software bugs by 40% and shortened the QA cycle by two weeks, leading to faster product releases and improved software quality.
- Collaborated with a cross-functional team to successfully launch a new gaming platform within six months, which attracted over 100,000 new users and generated a 25% increase in annual revenue.
- Optimized the company's software development process by introducing agile methodologies, leading to a 35% improvement in project delivery times and a 15% reduction in development costs.