



Gerard Dunne

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Profile

I'm a technical leader with can-do attitude. Across my career I've been fortunate to work on exciting projects and take businesses from zero to maturity. I have managed teams of varying sizes, hiring and developing the best talent in the industry. I have both personally developed and managed teams that develop products/services that have served hundreds of millions of users and driven tens of millions of sales.

I have over a decade of technical experience and over half a decade of experience managing and leading teams. In my career, I have worked in a wide range of areas such as cloud, mobile app, web, device software and video games. I regularly drive initiatives across key business pillars, communicating and negotiating with stakeholders including product, business development, finance, legal and marketing to name a few.

Ability to code in several popular languages including C#, C++, Java, Python etc. Experience with cloud platforms such as Amazon Web Services (AWS) and Microsoft Azure. Data driven, regularly measuring key performance indicators via data warehousing and operational metrics.

In my free time I like to spend time with my family, tinker with technology/software, play video games, read and go hiking/backpacking.

Work Experience



Amazon

Jan 2021 – May 2024

Software Development Manager

I worked as part of Alexa Smart Home where I led a large team of software developers to develop cloud, mobile app, web and device software components. I was responsible for both technical and business aspects of the program, wearing many hats and performing a wide array of duties ranging from software delivery to product planning, finance and business health.

The three main features I was responsible for were:

- [Low supply notifications](#) - Receive e-mail, push and voice notifications when your device runs low on supplies.
- [Smart Re-orders](#) - Your device will automatically re-order any part or product it needs when it needs replacing.
- [Voice Printing](#) - Ask Alexa to print content such as your shopping list, to-do lists, sudoku puzzles, mazes and recipes.



Amazon

July 2019 – Jan 2021

Senior Software Development Engineer & Team Lead

I was responsible for bringing our program into the Alexa Smart Home eco system, making it a first-class Alexa feature. This required design, implementation and collaboration across the full Alexa stack with a multitude of services and interactions with a plethora of teams. This work acted as the foundation for multiple new features, re-invigorating our business, growing our customer base and revenue dramatically.

I acted as the sole Senior Engineer in my wider organization, tackling the most difficult coding and design problems and providing them technical guidance. Additionally, I expanded my management responsibilities building my own team into a fully-fledged unit. Essentially carrying out the roles and responsibilities of two job families at the same time.



Amazon

Jan 2016 – July 2019

Software
Development
Engineer

I started at Amazon in 2016 as the first engineer in the newly created devices team charged with the development and release of the Amazon Dash Button and eventually the Amazon Dash Replenishment Service (DRS). I built the team and several services/components from the ground up.

I was responsible for back-end web services that powered the program and [developer onboarding experience](#) for enabling new Dash Buttons and DRS devices.

I began managing a small team alongside my developer duties. Becoming responsible for their performance and career growth.

Additionally, I became certified as an Amazon Bar Raiser with hundreds of interviews under my belt and having the final say on hiring decisions for teams across the company.



Microsoft

March 2013 – Sept 2015

Software
Development
Engineer

As part of the Xbox Global Tools & Services team I developed tools, services and solutions for localization, testing and certification of Xbox titles.

The localization system I designed became the bedrock of how localization is carried out for the majority of organizations across Microsoft including Xbox, Windows and Office.

This required working with multiple teams across time zones, as well as external vendors.



Microsoft

May 2011 – March 2013

International Project
Engineer

I acted as the technical arm of the Xbox localization department, working directly with both first-party and third-party game developers all over the world to develop tools and novel solutions to ensure their games could be released globally.

This required being familiar with several game engines, build processes, programming languages and frameworks as each game project was different. I automated large portions of this process which allowed me to manage 10+ titles/projects when previously engineers were working on 2-3 at any given time.

I worked on and released over 40 products to market, several of which can be seen on my website. The most popular of which is Minecraft.



Microsoft

March 2010 – Sept 2010

Software
Development
Engineer

I worked at Microsoft Ireland from March of 2010 to September of 2010 on a six-month work placement as part of my degree.

I learned about programming, localization, testing, and games development during my time there. I acted as the primary engineer on the 2010 Summer of Arcade title "Monday Night Combat", developed tools to assist in localization and I developed a game that was published on Xbox LIVE Indie Games.

Education



South East
Technological
University

Sept 2007 – May 2011

BSc (Hons)
Computer Games
Development

I studied for my Bachelor of Science Honours Degree in Computer Games Development at the **South East Technological University (SETU)** from 2007 to 2011. I graduated top of my class with a **first-class honours** and received the **Microsoft Ireland Student of the Year Award** which is an award that is bestowed upon the individual with the best results amongst Level 8 computing courses at the university and is sponsored by Microsoft.