

Alvin C. Resoso, PSM-A, RTE

Engineer. Scrum Master. Release Train Engineer. Engineer-turned-Agilist.

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SUMMARY

Technical Delivery Leader with 10+ years of experience across embedded systems, mobile applications, and globally distributed product development teams. Electronics Engineer turned software and delivery professional with hands-on experience in Scrum Master, Release Train Engineer, and Product Owner responsibilities, supporting multi-team delivery, backlog prioritization, and cross-functional alignment. Combines Agile leadership with strong technical foundations in embedded software and CI/CD to effectively collaborate with engineering teams and stakeholders. Actively leveraging AI-enabled tools and development practices to accelerate learning, improve team effectiveness, and streamline delivery workflows.

PROFESSIONAL EXPERIENCE

Cognizant Technology Solutions Philippines Inc.

2025 August – 2026 April

Project Manager

- Owned release planning and execution for the mobile Release Train across multiple Scrum teams; introduced timeline visualizations that improved milestone clarity and delivery predictability, enabling release train readiness up to one sprint ahead of schedule, and improving responsiveness to hotfix releases.
- Managed cross-team dependencies and risks while leading a Scrum team delivering mobile features for a US-based airline client; drove stakeholder alignment across Product Owners and delivery teams, ensuring transparency and predictable delivery.
- Leveraged GenAI tools to streamline documentation, reporting, and coordination, while developing working familiarity with AI-assisted development practices to better support engineering teams across the delivery lifecycle.

Dyson Electronics Pte. Ltd. – Philippine Branch

2021 January – 2025 July

Scrum Master (Multi-team, Beauty Line)

- Led up to three concurrent local embedded software teams and actively collaborated with teams across UK, Poland, Singapore, and Malaysia, aligning evolving project priorities while maintaining delivery commitments.
- Accelerated onboarding of 5 Scrum teams from 6 months to 10 weeks by leading execution and continuous refinement of an onboarding framework, enabling early delivery readiness.
- Developed and institutionalized team-level delivery frameworks (Ways of Work, RACI, Bug Handling, and Release Management) across all local Beauty line teams, ensuring consistent adoption through onboarding and continuous refinement.
- Supported ART-level delivery and continuous improvement as local RTE proxy by facilitating Inspect & Adapt workshops, gathering team feedback, coordinating PI planning logistics, and driving cross-team RCA sessions in collaboration with the off-site RTE.
- Served as acting Product Owner during PO unavailability, coordinating with stakeholders, maintaining backlog alignment, and contributing to release planning; also advised leadership on team transitions, global handovers, and scaling strategies.
- Provided first-line CI/CD support improving turnaround from 2–3 days to same-day; served as hardware POC for device inventory and rapid prototyping.

SELECTED PROJECTS

• **Dyson Airstrait™ & Dyson Supersonic r™**

Led software delivery across UI, Controller, and Safety domains, aligning cross-functional teams (UI/UX, Electronics, Verification, Manufacturing) to meet project timelines and quality targets.

- **Project DIVAS**

Built an internal inventory management system using Power Apps (Canvas) to address resource visibility gaps, with end-to-end ownership from problem identification through delivery, improving coordination across software teams.

Nokia Technology Center Philippines, Inc.

2014 December – 2020 June

Scrum Master / Software Developer, 2017 January – 2020 June

- Defined structured workflows, design guidelines, and fault handling practices, drawing on hands-on development experience to bridge technical and process gaps and reduce rework across the team.
- Pioneered adoption of Jira and Confluence within the team, demonstrating improvements in task visibility and prioritization, that contributed to broader ART-wide adoption.
- Developed and implemented team feedback and growth mechanisms (Happiness Radar, Competence Development Plans), improving team engagement and capability development.

SELECTED PROJECTS

- **DM System**

Designed and implemented a gamified process-adherence system from the ground up, improving team engagement and accountability within the team.

Software Developer, 2016 March – 2017 January

- Delivered features and fixes for WCDMA network infrastructure systems, contributing to code quality through active participation in technical discussions and reviews.
- Supported a large-scale competence transfer initiative in Hangzhou, China, ensuring continuity of knowledge and system understanding across teams.

System Component Tester, 2014 December – 2016 March

- Reduced system test failures from over 90 to below 10 within three months by proactively collaborating with development teams and addressing defects early in the lifecycle.
- Developed and executed system-level test cases and contributed to requirements reviews and defect prevention activities, improving system reliability and reducing downstream defects.

SKILLS

Agile & Delivery:	Scrum, SAFe, Kanban, Lean, Agile Facilitation, Release Planning & Execution, Dependency Management, Capacity Planning, Continuous Improvement, RCA & Problem Solving
Leadership:	Stakeholder Management, Cross-team Delivery, Team Formation & Mentoring, Data Visualization
Tools:	Jira, Confluence, Azure DevOps, Miro, TestRail, Zephyr, Jenkins, Bamboo, PowerApps (Canvas)
Technical:	C Programming, Python (Foundation), Bash Scripting, PlantUML, Continuous Integration, SW Verification
AI-Assisted Dev:	Copilot, ChatGPT, Codex, Claude / Code / Design, GitHub SpecKit, Prompt Engineering
Industry:	Embedded, Telecommunications, Consumer Electronics, Manufacturing, Mobile, Airline

AWARDS AND RECOGNITIONS

Best Well-being Innovation Project – DM System

Nokia Innovation Month 2019

CERTIFICATIONS

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| • SAFe® 6 Release Train Engineer , Scaled Agile, Inc | 2026 April – 2027 April |
| • Professional Scrum Master – Advanced , Scrum.org | 2026 January |
| • Professional Scrum Master I , Scrum.org | 2020 June |

EDUCATIONAL ATTAINMENT

Bachelor of Science in Electronics and Communications Engineering

University of the Philippines – Diliman