Antonio De Jesus Santiago

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EXPERIENCE

Systems Integration Analyst
Jul 2025 – Present

Lockheed Martin
Aguadilla, PR

- Maintenance of dashboards and sites
- Continuous feature updates and technical deliverables
- Strategic collaboration with Aero BX pods and innovation leaders
- Support Aero teams with Tosca Test Automation, cutting manual testing, boosting QA efficiency, and aligning solutions with SMEs requirements.

Engineering Aide - ITAP(IT Apprenticeship Program)
Feb 2025 – Jul 2025

Lockheed Martin
Aguadilla, PR

- **ITAP:** Six-month structured apprenticeship focused on full stack engineering. Intensive boot camp with three-rotation pods.This model enabled me to develop technical skills, get expertise on cloud infrastructure, automation frameworks, and software development best practices for problem-solving, and real world applications

- **(POD 1) Cloud Forge:** Automation and Deployment of AWS infrastructure with Terraform via GitLab pipelines. Deployed over 26 Terraform resources which included lambdas, policies, roles, API and paths, ALB, and ACM. Created bash scripts for the pipeline to interact with LMCO's auto DNS CNAME creation, validation, and removal. Deployed MVP of Management Forge Dashboard and handled lifecyle management. Refactored single-file configuration into modular components for Terraform. Improved collaboration and change control in source repositories.

- **(POD 2) Test Automation:** Designed, implemented, refactored, and executed automated Tricentis Tosca Scripts to enhance software quality using image based, Java, HTML, and UI components.Improved quality assurance by integrating XVE for visual validation and regression detection, catching UI anomalies early. Collaborated with 3DX team in automating features and testing for projects and parts for the engineering teams in validating their 3D designs such as ray tracing physics models and modifications of existing parts. Worked close to SMEs to gather their requirements and ensure the test are running how they intended for quality assurance and feature testing of 3DX.

- **(POD 3) Cloud Management:** Enhancing cloud performance, governance, and resource efficiency by orchestrating Terraform and Python-based Lambda functions within AWS Step Functions, triggered via AWS API calls. Automated Audit-Data Pipeline, cutting manual efforts by 1 week for account owners. Enhanced audit traceability. Deployed over 18 Terraform resources that included lambdas, stepfunction, policies, and roles. Created and refactored 11 lambdas with python to integrate them into our AWS stepfunction. Created documentation on usage of audit pipeline and the requirements needed to trigger the step function with the terraform.

- **Special Project:** Developing centralized app for ITAP in Power Apps using Share point, Power Automate, and canvas to serve as a centralized platform for team insights. App features pod activities, communication tools, and cohort showcase of members.Helped UI teams make responsive designs and link data to share lists.

PalitasPR: Service Provider and Request Platform
Mar 2024 – Jul 2024

Holberton Coding School
Ponce, PR

- Full-stack web application using Flask, Svelte, PostgreSQL, AWS, Js, TailwindCSS
- Lead backend team for managing the database models and all the main functions making database queries
- Guided entire team on AWS front
- Designed REST API in Flask, PostgreSQL(AWS-RDS), hosted and deployed in AWS
- Deployed EC2 instance running a Nginx/Gunicorn to serve our Flask App
- Obtained domain name via AWS Route 53 and ssl certification from AWS ACM
- Deployed S3 bucket and designed backend logic to store users paths for their own custom data CRUD operations
- Deployed RDS(Postgre) and monitored app progress in the database
- Created custom SQL script for Postgre to create automatically and populate database tables with custom rules
- Designed structure for saving user data with CRUD operations via Boto3 on S3 buckets

- Helped front end team to connect API and handle data logic and components states/props by solving errors on accessing and displaying data correctly

Coding Tutor Feb 2024 – Jul 2024

Holberton Coding School *Ponce, PR*

- Guided students on coding practices
- Instructed how to use tools like VS, Git Hub, and AIs
- Helped with languages like C, Python, SQL, JS, and HTML/CSS
- Simplified concepts like pointers to the students and graded projects in C
- Explained OOP concepts and motivated students to share and use white boards to bring ideas and practice
- Assisted Holberton Staff on new admissions, like calls, questions, tour guides and even phone assistance to coding problems
- Was in charge of some of the classes for topics like python conditionals, loops, classes and inheritance

PROJECTS

MVC Game Deals Web App Dec 2024 - Mar 2025

Solo Project, .NET, C#, TailwindCSS, JS, Blazor Pages

- Designed API routes and dependency injection via the .NET API package
- Extracted game deals from a public CheapShark API to present data to the user
- Used Twitch API to fetch info obtained from CheapShark to find pictures, and videos of previous games found
- Created responsive views in front end with blazor pages from .NET
- Managed parsing and handling of data from backend to front with custom classes.
- Validation of errors and automatic error messages in front end via .NET with javascript
- Used TailwindCSS to create responsive designs

Photographer Web Portfolio Jul 2024 - Dec 2024

Solo Project, Go, HTMX, TailwindCSS, Supabase, and .templ

- Designed API routes and handlers with Go net/http package to interact with Supabase
- HTMX used for inserting and removing html components received from Go server
- Embedded static files into Go binary and hosted on Heroku
- Designed responsive layouts with TailwindCSS
- Created local cache logic with go to reduce database calls
- Static embedded files where designed with html
- HTMX used for dome manipulation and component swapping
- Used .tmpl files to create front end components with data via Go syntax combined with .tmpl
- Added views for client for contacting him, presenting his gallery works, and a personal custom admin mode
- Simple binary Go code was compiled and deployed in Heroku

HBNB - Holberton Coding School Feb 2024 - May 2024

AirBNB Clone, Flask, Python, JS, HTML/CSS, MySQL

- Built restful API in Flask to handle CRUD operations and business logic
- Integrated a local MySQL database and optional local JSON storage database substitute
- Designed front end with HTML/CSS and JS by gathering dynamic content from the MySQL database, mimicking AIRBNB experience.
- Applied Agile development and collaboration with peers through Git and Github for version control and code.
- Manual testing via a console created withing python that interacts with the HBNB project by making CRUD operations through the terminal and also automated UNIT Testing.
- OOP principles of Classes and inheritance applied to create robust objects with encapsulation and polymorphism.
- Refactored old code that used Flask with Jinja to create views and UI content, changed into JS with Jquery

Simple Shell - Holberton Coding School Dec 2024 - Dec 2023

Shell Terminal, C

- Lead a team and set guidelines with time frames using AGILE methodology.
- Distributed workload between team members according to strengths and weaknesses. Allowing each individual contribute and make them responsible for reviewing codes before pushing into branch
- Designed a shell like system in C capable of basic commands like "ls", "pwd", "cd", "cp" and more

- Created tokenization function of arguments received in stdin to be able to execute and parse commands and flags
- Created the main structure and main file from where all other file where being imported into and everyone's work was integrated into
- Managed pointers with memory allocation and eliminating garbage(de-allocation) from variables no longer in use ensuring running program has no memory leak
- Reviewed code from my peers ensuring they where the most optimal solutions
- Used 'Betty' guidelines and Git for version control and code best practices
- Created a man page for the project where details on usage of commands and limitations are explained

EDUCATION

Azure Fundamentals Certification — PR
(AZ-900) — *Oct 2025*

AWS Certified Cloud Practitioner — PR
(CLF-C02) — *Apr 2025*

Tricentis Tosca Fundamentals: AS1 and AS2 — PR
(Fundamentals Certifications) — *Apr 2025*

Tricentis Tosca Deep Dive: TDS1, TDS2, and API — PR
(Tosca Deep Dive Certifications) — *Apr 2025*

Holberton Coding School — Ponce, PR
Software Engineering Foundations — *Oct 2023 – Jul 2024*

University of Puerto Rico — Mayaguez, PR
Some Bachelor's, Electrical Engineering — *Aug 2015 – May 2018*

TECHNICAL SKILLS

Languages: C#, Go, Terraform, Python, SQL(Postgre, MySQL), C, JavaScript, HTML/CSS
Frameworks: .NET, Entity Frame Work, Flask
Developer Tools: AWS, Docker, GitLab, GitHub, Visual Studio
Libraries: TailwindCSS, HTMX, Pandas, NumPy, jQuery
Other Skills: Bilingual(English-Spanish), Audio engineering, Math(Calculus, Lineal Algebra, Diff.Equations)