Antonio De Jesus Santiago

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EXPERIENCE

Systems Integration Analyst
Lockheed Martin
Jul 2024 – Present
Aguadilla, PR

- Maintenance of dashboards and sites
- Continous feauture updates and technical deliverables
- Strategic collaboration with Aero BX pods and innovation leaders

Engineering Aide - ITAP(IT Apprenticeship Program)
Lockheed Martin
Feb 2025 – Jul 2025
Aguadilla, PR

- **ITAP:** Six-month structured apprencticeship focused on fullstack engineering. Intensive bootcamp with three-rotation pods.
- **(POD 1) Cloud Forge:** Automation and Deployment of AWS infrastructure with Terraform via GitLab pipelines
- **(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
- **(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
- **Special Project:** Developing centralized app for ITAP in Power Apps using canvas and share lists.

PalitasPR: Service Provider and Request Platfrom
Holberton Coding School
Mar 2024 – Jul 2024
Ponce, PR

- Full-stack web application using Flask, Svelte, PostgreSQL, AWS, Js, TailwindCSS
- Designed REST API in Flask, PostgreSQL(AWS-RDS), hosted and deployed in AWS
- Designed structure for saving user data with CRUD operations via Boto3 on S3 buckets

PROJECTS

MVC Game Deals Web App
Solo Project, .NET, C#, TailwindCSS, JS, Blazor Pages
Dec 2024 - Mar 2025

- Designed API routes and dependency injection via the .NET API package
- Extracted game deals from a public api to present data to the user
- Another api to fetch info, pics, and vids of previous games found

Photographer Web Portfolio
Solo Project, Go, HTMX, TailwindCSS, Supabase, and .templ
Jul 2024 - Dec 2024

- 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

EDUCATION

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

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

University of Puerto Rico
Some Bachelor's, Electrical Engineering
Mayaguez, PR
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)