

Summary

I'm an experienced Software Engineer with expertise in building full-stack web applications using varying programming languages, and modern web development frameworks. I'm proficient in Agile methodologies and team management, with strong collaboration and mentoring skills, and I'm very passionate about staying up-to-date with emerging technologies and delivering high-quality software products.

Professional Experience

Software Engineer - Lockheed Martin Corporation

May 2020 - Present

- Design, develop, test, and deploy full-stack applications for various enterprise clients
- Deliver high-quality, innovative products to meet customer requirements and expectations
- Create complex, distributed simulation systems using advanced software processes
- Design and build frontend UI for multiple simulation systems, ensuring a strong user experience
- Introduce new design methodologies and work effectively in teams for efficient software development
- Contribute to and enhance the organization's delivery and automation goals

Education

Master of Computer Science (Cybersecurity Concentration)

Aug. 2020 - Aug. 2022

Arizona State University: School of Computing and Augmented Intelligence

Bachelor of Science: Computer Science

Aug. 2018 - May 2020

Temple University: College of Science and Technology

Associate of Science: Mathematics

May 2018 - Aug. 2019

Bucks County Community College

Associate of Science: Computer Science

Aug. 2015 - May 2018

Bucks County Community College

Relevant Skills

Agile, Scrum, and Kanban Development Methodologies	Strong Communication, Research and Teaching Skillset	Full-Stack Development, DevSecOps Lifecycle
JavaScript, TypeScript, Node, Python, Deno, Lisp	Amazon Web Services (AWS) Google Cloud Platform (GCP)	Jira, Bitbucket, Confluence, Jenkins, GitLab
CI/CD Pipeline Design, Microservice Architecture	Ansible, Terraform, Artifactory, Rancher, Docker, Kubernetes	Grafana, JUnit, Cucumber, Robot Framework, Chef