

Professional Experience

Software Engineer - Lockheed Martin Corporation

May 2020 - Present

- Design, build, test, and deploy full-stack applications for various enterprises
- Deliver cutting-edge products to satisfy all customer requirements and expectations
- Build complex distributed simulation systems using modern software processes
- Build frontend UI for multiple simulation systems while maintaining strong UX requirements
- Implement new design methodologies and work in teams for rapid software development
- Exceed and expand the organization’s delivery and automation missions

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

Certifications & Credentials

	Source	Dates Valid
Become a Thought Leader	LinkedIn Learning	Aug. 2022 - Forever
Master the OWASP Top 10	LinkedIn Learning	Aug. 2022 - Forever
DevOps Engineering on AWS	ExitCertified	Jun. 2021 - Forever
United States Security Clearance: Secret	DOD/DCSA	Jul. 2020 - Jul. 2030