

JOSE DELGADO

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☎ 912-409-1500

Tenured Mid-level Software Engineer with 5 years in software development and 6 years of operational Signals Intelligence experience while in the US Navy. Proficient in Agile practices, front-end/UI development, database management, back-end service engineering and managing teams across diverse operational requirements and objectives.

SKILLS

LIBRARIES/Frameworks

Django
React.js
Node.js
Jest
Playwright
Cameo Systems Modeler
OpenLayers
Cesium
Docker

LANGUAGES

JavaScript/TypeScript
Java
C
HTML/CSS

DATABASES

PostgreSQL
CassandraDB
Neo4j

Version Control/AGILE

GitHub Desktop
Git
Atlassian Jira, Confluence

Certifications

Microsoft AZ-104
CompTIA Security+
OCSMP SysML Model User

Education

The Citadel Aug 2013 – May 2017
B.S. Computer Science 2017
Achieved a minor in Cyber Security, accredited by the National Security Agency

Old Dominion University Aug 2025 – Ongoing
M.S. Computer Science
Currently pursuing a Master’s of Science in Computer Science at Old Dominion University

Employment

Functional Team Lead – Huntington Ingalls Industries, Suffolk, VA June 2025 – Current
Directed and synchronized the efforts of five software engineering teams across three contracts to deliver mission-critical capabilities in accordance with contract requirements. Orchestrated the stand-up and deployment of new infrastructure to support customer live demonstrations for Milestone 2, deconflicting priorities between infrastructure sustainment and software development activities to ensure on-time delivery and operational readiness. Worked requirements provided by federal and military stakeholders into two major release candidates, acting as the keystone between infrastructure, engineering, and management contacts. Ensured the successful delivery of software products developed over the course of two years to DoD customers.

Software Engineer II – Huntington Ingalls Industries, Suffolk, VA Nov 2024 – June 2025
Develop modular simulation services (Joint Training Tools) as a part of the Joint Staff J7 Environment Architecture Division. Facilitated the transition from the OpenLayers JavaScript Library to CesiumJS to support a modern approach to wartime simulation exercises. Perform functionality testing and respond to events during Integration Exercises, testing tool integration across a federated system with multiple functional teams sending data throughout the exercise.

Software Engineer II – G2OPS Inc, Virginia Beach, VA Jul 2023 – Nov 2024
Lead developer for internal security assessment tools and centralized modeling components using solutions like Microsoft PowerBI, Cameo Systems Modeler, Java Server Faces, and Microsoft Azure Active Directory. Tested and developed infrastructure for government contracts supporting IL5 and IL6 environments. Enhanced company-wide automated SOP generation and through the integration of Cameo Systems Modeler’s Velocity Template Language while developing multiple Java-based toolkits for use across various contracts.

Tailored Asset Developer – National Security Agency, Fort Meade, MD Dec 2018 – May 2021
Developed tools to achieve national goals for Intelligence Community clients. Managed real-time customer requests for capabilities and timelines with a team of contractors and federal employees. Utilized AGILE workflow with the Atlassian software suite, producing features and bug fixes in support of IC operations while implementing security policies and procedures to manage local and remote test sandboxes across various platforms and operating systems.

Projects

Joint Tactical Toolkit, Software Engineer 2 Nov 2024 – June 2025
Software: Git, VSCode, RHEL 8, VMWare Horizons, JavaScript, TypeScript, Docker
Practice: Designed features that integrate with the new Cesium map and previously existing back-end functionality with improved performance and scalability. Tested and implemented the first iterations of unit testing aimed towards the JTT Cesium feature set. Interfaced with Cesium customers to secure funding and direct engineering support for additional JTT capabilities.

IRIS Risk Analysis Board, Lead Software Engineer May 2024 – Nov 2024
Software: Microsoft PowerBI, Neo4j, Apache Cassandra, Eclipse IDE, Java, JavaScript, CQL
Practice: Improved and extended a PowerBI dashboard to display mapped vulnerabilities and affected components within complex government and DoD systems. Developed a Java Swing UI designed for non-technical users to upload JSON schematics, review system components, and commit data directly to Neo4j within the application.

Monarch Systems Toolkit, Component Developer July 2023 – Nov 2024
Software: Eclipse IDE, Cameo Systems Modeler, MagicDraw API, GitHub Desktop
Practice: Developed applications to manage accreditation boundaries and system parts for compliant system models using the MagicDraw API, Java, and Derby DB. Refactored existing code for future-resistant development. Created generalized toolkits to expedite engineering processes, implementing agile methodologies to address backlogged features and reducing the project’s estimated development time by several months.