

# Arturo Villalobos Jr

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## Summary

Senior Software Engineer with **5+ years** building production systems with Java, Python, Typescript, Azure, and SQL. Experienced delivering secure, compliance-heavy software for defense customers and owning projects end-to-end from requirements through deployment.

#### **Skills and Certifications**

**Languages:** Java, Python 3+, C#, JavaScript, PHP, C++, HTML/CSS    **Testing:** JUnit, Pytest, Cypress  
Postgresql, Elastic Indexes, MongoDB, Redis    **Cloud/DevOps:** Azure, AWS, Docker, Ansible, Azure DevOps  
Slack, VS Code, JetBrains, Xcode    **Spoken:** English (Native), Spanish (Native), Portuguese (Beginner)    **Data/DB:** MSSQL,  
Tools: Jira, Teams,

## Work Experience

**Senior Software Engineer, Standard Data, Inc.** ..... Aug 2023 – Present  
Houston, TX

- Reduced readiness-report prep time 40% across U.S. airbases by shipping Java/Spring Boot micro-services (TypeScript, MongoDB, SQL Server) that delivered ML-driven maintenance calculations.
  - Led Azure (Pipelines / Ansible / Docker) CI/CD automation to streamline front-end and back-end deployments, accelerating prototype delivery and tightening client feedback cycles.
  - Built and maintained a ( C# / Ansible / Docker ) data-sync tool that securely ingested 100s of GB of sensitive customer data, keeping demos production-current and boosting adoption.
  - Ramped up in Java to support a major architecture shift; migrated from micro-services (Python / Redis / MongoDB / Java) to a monolith with two engineers, shipping a beta in 3 months and live-user testing in 6.
  - Authored the organization's System Security Plan (SSP) and led the end-to-end effort to achieve CMMC Level 1 compliance in one month, coordinating stakeholders, implementing required practices, and assembling audit-ready evidence.
  - Served as a customer-facing, on-site engineer, deploying and demonstrating software to senior military stakeholders (including generals), providing operational support, and delivering new features in parallel.
  - Contributed heavily to core Java backend systems and much of the API, especially user-specific endpoints, data models, and latency-reduction strategies for heavy calculations.

**Software Developer, Classic Canvas Company** ..... Feb 2023 – June 2023  
San Antonio, TX

- Increased the efficiency of current customer outreach efforts by automating email marketing and creating a tool that can schedule and automatically post social media content.
  - Deployed and configured a self-hosted accounting, invoicing, and expenses platform using Docker and PostgreSQL, with custom features such as company-specific branding, data views, and reporting. The solution eliminated QuickBooks subscriptions, saving over \$4,000 annually.

**Cloud Solutions Architect Internship**, University Lands ..... May 2020 – Aug 2020  
Houston, TX

- Automated ETL workflows for Drilling and Completion reports in the Permian Basin by developing server-less Python Lambda functions on AWS. The solution streamlined integration of critical oil well data and saved engineers significant time previously spent on manual data entry.
  - Collaborated with mechanical and petroleum engineers to design Python notebook templates that streamlined type curve creation and well cost analysis, improving data-driven decision-making and accelerating engineering and financial evaluations.

**Peer Teacher, Texas A&M College of Engineering .....** Aug 2020 – Dec 2021  
College Station, TX

- Supported 70+ undergraduate and graduate students through weekly in-person/virtual office hours, while assisting instruction across five courses (Data Structures & Algorithms, Introduction to Computing, Computer Organization, Discrete Mathematics, and Linear Algebra) by reviewing materials and grading assignments.

## Education

## Projects

**Creative Developer, Art Club**..... Dec 2024 – Present  
Houston, TX

- Created immersive real-time 3D installations with TouchDesigner, Blender, and mathematical modeling, enhancing weekly live shows and permanent exhibits experienced by over 300 patrons per day.
  - Maintain and repair over dozen high-performance servers powering real-time visualizations and gallery-wide installations, ensuring reliability and minimal downtime.