

Donovan Theseira

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Senior Software Engineer with over a decade of experience architecting and delivering enterprise-scale portal solutions for mission-critical systems. Proven expertise in full-stack development using Java, React, and developing REST APIs based on OpenAPI standards. Demonstrated leadership in coordinating development teams through complex system upgrades and feature implementations. Skilled in API integrations and performance optimization using Elasticsearch and PostgreSQL. Seeking a Lead Engineer role to leverage technical expertise and collaborative leadership in delivering impactful solutions that drive meaningful project outcomes.

Skills

Languages:	Java, JavaScript, SQL, HTML, CSS, Bash, C#, C++
Technologies:	Git, Liferay DXP Portal, OSGi/Gradle, JSP, Elasticsearch, PostgreSQL, Jenkins, Docker, Unreal Engine
Frameworks/ Libraries:	React, Angular, SWR, ClayUI, Axios, Zustand, React Router DOM, Jest, Typescript
Other:	REST API, CSRF/RBAC Security

Work Experience

Senior Software Engineer, *Axient/Astrion*

September 2022 - Present

Remote

- Architecting and developing a User and Organization Control Panel using React, which will serve the more than 400,000 users on the NASA GLOBE website with features including search, filtering, and dynamic routing.
- Built a robust API integration layer using SWR, Axios, and custom hooks to seamlessly communicate between the React frontend and the Java REST services, with built-in unit testing to validate this functionality.
- Designed and implemented a secure RESTful API enabling CRUD operations for user and organization management.
- Optimized API performance by implementing Elasticsearch indexing and aggregation queries, enabling dynamic filtering capabilities.
- Modernized Freemarker form field templates to React based components, which improved maintainability and the user experience for thousands.
- Led a team of 5 through a complex portal system upgrade, coordinating resources and timelines to deliver an on-scheduled solution to NASA.
- Drove development of standardized code review processes with senior team members, reducing deployment overhead, accelerating testing cycles, and promoting knowledge sharing through smaller, more reviewable pull requests.

- Spearheaded a security enhancement initiative, implementing CSRF protection and RBAC authorization across Java MVC Commands and JSP pages.
- Engineered an internal custom Elasticsearch library in Java, helping to reduce search and load times across the GLOBE website by as much as 25%.
- Implemented Constant Contact API integration into the City of Burbank website, which included creating a system that automatically refreshes auth tokens when necessary using cron jobs.
- Collaborated with the DevOps team to implement our Jenkins CI/CD workflows, reducing build failures, and maintain consistent deployment quality.

Software Developer I / II, Science Systems and Applications, Inc.

June 2016 – August 2022

Pasadena, CA / Remote

- Implemented asynchronous background processing to resolve bottlenecks that stemmed from the creation of Users and Organizations on the GLOBE website, improving system performance and the user experience.
- Led a team of 2 in developing a feature which allows users to select a unique screen name to tie the user to their data and present their data across the GLOBE applications using Java and Angular 1.
- Engineered an enhanced Elasticsearch functionality for users to find user submitted content.
- Led a team of 3 in the development of GLOBE Teams feature, enabling user collaboration, data sharing, and friendly competitions between other teams based on how many measurements the users take.
- Automated legacy system migration by developing a Java tool that converted older Ant plugins to OSGi modules, reducing manual conversion times by 30+ hours.
- Extended the built-in Event system provided by Liferay, adding functionality specifically tailored to the City of Burbank's requirements.

Projects

Smart Wireless Lighting Mod – Satisfactory (PC)

- Created a mod for the game Satisfactory, which extended the built-in functionality allowing players to use the Lighting features in a “wireless” manner, in Unreal Engine 5.
- Gave the users the ability to find any disconnected lights sorted based on the distance each light was (in game) from the Control Panel, and manage the colors of the lights.

Education

California State Polytechnic University, Pomona
Bachelor of Science, Computer Information Systems

June 2016