Edwin J. Ortiz

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EXPERIENCE

DCS Corporation Lexington Park

Software Developer II March 2020 - Present

- Owns, designs, develops, and maintains in-house software tools to test and develop software used for Navy and Air Force mission planning with Agile style development
- Collaborates with team members and customers to build feature requirements and fix bugs to create new builds every sprint cycle
- Developed a new feature implementing the customer's desired inputs, outputs, and design using C#, HTML, CSS and XAML in a MVVM design pattern
- Improved code coverage by 20% via creating, updating and maintaining unit tests using the N-unit testing framework
- Excelled rapidly at application development, quickly learning the project codebase, team development cycles, and project technologies, earning a promotion from Jr. Developer to Software Developer II

University of Delaware Newark, DE

Web Developer 2019

- Implemented and created web applications with a back-end database using JavaScript, HTML, and CSS.
- Created full-stack development projects that grant online communication with a friendly UI, allowing seamless updates to the backend developed database

University of Delaware: VIP Program (High Performance Computing) Newark, DE

HPC Developer / Researcher 2016 – 2018

- Worked with other departments and organizations to refactor and redesign sequential programming algorithms into parallel programs to improve performance and runtime by over 300% more efficiency
- Earned proficiency in OpenACC, C, GitHub, refactoring, GPU utilization and parallelization

SECURITY CLEARANCE

DCS Corporation

- **'Secret'** Clearance, Active | March 2020 – Present

EDUCATION

University of Delaware February 2020

Bachelor of Science in Engineering

Major: Computer Engineering | **Minor**: Computer Science

TECHNICAL SKILLS

Languages: C#, XAML, XML, WPF, HTML, CSS, Python, JavaScript, C++, C, Java, SQL

Software Technology: Agile Development, DevOps, Teams, GitHub, Eclipse, SQL Developer, VMware

PROJECTS

Parallelizing Chemical Shift Prediction

- Achieved a speed-up of over 20x average via reprogramming parallelization with OpenACC and Nvidia GPUs, the biggest achievement being a decrease in rendering time from 10+ hours down to 2 minutes
- Refactored inefficient coding practices, proceeding to parallelize code to work on multiple threads and cores on a CPU, then moved on to a GPU where we saw even more drastic improvements
- Read more about this project *here* or with the QR code