

JESUS E. UGARTE OSTA

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TECHNICAL SKILLS

Languages: Python, JavaScript/ Typescript, C#, SQL, Java.

Cloud & DevOps: PowerShell, Bash, Generative AI Integration, Microsoft Azure (AZ-900), AWS, Google Cloud, CI/CD, Jenkins, Urban Code Deploy, Splunk, SonarQube, Trufflehog, Log Monitoring.

Tools: ServiceNow, SQL/Oracle, Git, Selenium, React, Angular, Confluence, JIRA,

WORK EXPERIENCE

Wells Fargo Technology | Software Engineer | October 2022 – Present | Charlotte, North Carolina

Wells Fargo Technology is an American multinational and systematically important financial services company.

- Developed and maintained full-stack applications for Wells Fargo's Investment Portfolio Technology using .NET and Angular.
- Integrated a Generative AI solution to analyze large Excel datasets with thousands of rows. The solution automated the identification of critical vulnerabilities by categorization and Achieves a reduction in manual triage time considerably.
- Led DevOps initiatives implementing CI/CD pipelines with Jenkins and IBM UrbanCode Deploy (UCD), reducing deployment time by ~30% through automated build, test, improved configuration management, and Distributed Database deployment.
- Performed server maintenance and troubleshooting in lower environments, ensuring high uptime for pre-production.
- Enforced code quality standards, achieving over 80% code coverage in pull requests through rigorous code reviews.
- Addressed ~95% of identified vulnerabilities via scanning and remediation on over +6000 Servers for 2 applications.
- Collaborated with production support to facilitate deployments, achieving consistent on-time releases and high change success.
- Optimized automation scripts in Python and PowerShell for release tasks, log processing, and SQL/Oracle database operations, cutting manual effort by 40–60%.
- Served as the main point of contact for Production, and Distributed Database releases, and Enterprise Vulnerability Tracking.

ThreatLocker | Mobile (iOS | Android) Developer | May 2022 – October 2022 | Maitland, Florida

ThreatLocker is a powerful suite of security tools designed for Businesses control over applications on their networks.

- Built and maintained a cross-platform mobile application (iOS + Android) used by 5,000+ customers, improving workflows.
- Improved app performance and scalability, decreasing load times by ~35% and supporting an increased user base no downtime.
- Mentored and onboarded 3+ junior developers, improving team productivity and ensuring consistent coding standards.
- Conducted code reviews, asset management, and QA, increasing team delivery quality and reducing production bugs by 20%.
- Implemented multi-factor authentication (MFA) enforcement and device-level encryption, strengthening mobile security posture and reducing unauthorized-access attempts by 40%.
- Collaborated with backend/security teams to validate data-in-transit and data-at-rest encryption, ensuring compliance with internal security protocols and industry best practices.

Synthetic Mixed Reality Laboratory | Mixed Reality Software Developer | July 2020 – May 2022 | Orlando, Florida

The SREAL Lab focuses on Mixed Reality Research to enhance Human experience with AR and VR.

- Optimized Semantic Object Detection and Segmentation model magnification for AR headsets; contributed significant improvements in Mixed Reality and Human-Computer Interaction.
- Increased the Load Speed Performance of the Standalone Application running on Unity 3D by 200%.
- Contributed to 3D spatial audio and scenario modeling using Unity and Meta Quest; collaborated in research to enhance AR.
- Led group meetings for requirements and deadlines; documented progress to keep projects on track.

EDUCATION

Bachelor's of Science in Computer Science | University of Central Florida, Orlando, FL

Associate in Arts in General Studies | Valencia College, Orlando, FL