Josh DiGiorgio

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LinkedIn | GitHub

Professional Summary

Experienced systems engineer, product manager, and systems architect with over five years of experience driving digital transformation and product development initiatives. Skilled at managing complex technical projects from concept to deployment, utilizing agile methodologies, requirements engineering, and stakeholder management. Proven ability to lead cross-functional teams, translate technical requirements into actionable strategies, and foster collaboration across engineering, DevOps, and customer teams. Adept at navigating aerospace and defense projects, with a focus on delivering impactful digital solutions.

Core Competencies

Technical

- **Software Architecture & Development**: System Design, React/Next.js, HTML, Markdown, CSS, JavaScript
- **Data Engineering & Visualization**: Python (Streamlit), Neo4J, Tableau
- **Systems Engineering Tools**: Cameo MBSE, SysML, UML, DOORS, DrawIO, PlantUML
- **Digital Engineering**: Digital Twin Architecture, Digital Thread Implementation
- **AI Technologies**: Cursor, ChatGPT, Claude, Midjourney, Runway, Eleven Labs

Leadership & Management

- **Product Management**: Agile/SAFe Methodologies, Roadmap Development, Feature Prioritization
- **Technical Leadership**: CI/CD Implementation, DevOps Collaboration, Team Mentorship
- **Project Delivery**: Stakeholder Management, Requirements Engineering, Risk Management

Professional Experience

Northrop Grumman

2019-Present

Principal Systems Engineer (Aug 2023-Present)

- Architected and developed requirements for components of a high-priority software system, ensuring data quality and consistency for advanced analytics and program oversight.
- Led the initial phases of an IoT-based asset tracking project, including feasibility analysis and site evaluation, which resulted in eliminating a low-ROI site, saving the company $350,000.
- Supervised the development of a deployment kit, including detailed documentation, to facilitate future site implementations of an IoT-based asset tracking system.

Systems Engineer (Aug 2021-Aug 2023)

- Led a team of 6 engineers to develop an internal cloud-based React app, resulting in enhanced efficiency and streamlined data handling for facility operations.
- Collaborated with DevOps to implement a CI/CD pipeline, streamlining deployment processes and reducing manual effort.
- Developed a data visualization dashboard using Python and Streamlit to provide sprint metrics, improving project tracking and transparency.
- Co-presented a novel approach to utilizing graph databases for engineering digital twins at Neo4J's GraphConnect 2022 conference, receiving interest from peer defense contractors.
- Co-authored an internal white paper on leveraging graph algorithms to analyze requirements complexity, enhancing project feasibility assessments.
- Managed a portfolio of 15 internal SharePoint-based projects, establishing a standardized framework for efficient project completion.

Configuration Analyst (Feb 2021-Aug 2021)

- Facilitated quarterly planning sessions to align team objectives with leadership goals, translating high-level directives into actionable tasks.
- Mediated between engineers and internal customers for a data management tracking tool, improving requirement clarity and fostering collaboration.

Engineering Technician (Sep 2019-Feb 2021)

- Developed a process improvement tool for microelectronics manufacturing, streamlining assembly and testing processes, which is still in use today, supporting efficiency gains.
- Tested and troubleshot sensitive electronics, ensuring high reliability for mission-critical components integrated into space-bound systems.
- Operated complex machinery to assemble experimental integrated circuits.

Education & Certifications

- **MS, Systems Engineering**: George Washington University, Washington, DC (2022)
  - *Relevant Coursework*: Management of Tech Organizations, Model-Based Systems Engineering, Decision Making with Uncertainty
- **AAS, Advanced Mechatronics Engineering Technology**: College of Western Idaho, Nampa, ID (2019)
- **BS, Game Art**: Full Sail University, Winter Park, FL (2016)
- **BA, Political Science**: Christopher Newport University, Newport News, VA (2010)
- **SAFe Product Owner/Product Manager Certification**: Scaled Agile (2022)