Jorge **Sepúlveda**

Cloud Software Engineer

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Summary

Cloud Engineer at American Express contributing to the future of real time payment systems. With my geospatial background I've developed multiple projects combining the two disciplines to 3D map caves, read and geolocated street signage using AI and geolocating gravestones. I'm looking for a position where I can combine geospatial and computer science to create scalable and resilient mapping systems.

Education

Texas A&M University - Dwight Look College Of Engineering — *College Station, TX*

B.A. in Computing — *Mar. 2010 - Aug. 2017*

- Minor in Geographical Information Science and Technology.

Work Experience

American Express — *Phoenix, AZ*

Software Engineer I — *Aug. 2021 - Present*

- Maintain a real time financial transaction capture system using Golang, Redis, Cassandra and Kafka.
- Maintain a scheduler that compiles transactions processed every few minutes for clearing and settlement in the same stack.
- Leading migrations from the legacy application to our current system for different markets, including the US, Germany, Japan and Australia.
- Leaded development for APACS40, a payment type allowing the European Market to use American Express cards in stores.
- Became the deployment champion, assisting in environmental, deployment and production issues ensuring our system has no issues, freeing up my developer's time to code.
- Use Kibana and Graphana to filter out failed transactions out of the millions processed everyday, isolating and solving issues efficiently.
- Developed multiple bash and python scripts, automating multiple tasks for our team, increasing efficiency daily.
- Leading design for new products, taking in the business requirements and turn them into technical stories for our sprints.

Texas A&M University - GeoInnovation Center — *College Station, TX*

DevOps Engineer — *Apr. 2020 - Aug. 2021*

- Added unit tests to the geocoder written in C#, ensuring each function is working as intended.
- Designed a daily COVID-19 case tracker using data scraped from the NY Times repository with Python. Map was displayed with Angular.
- Used Postman to automate regression testing for the geocoder, enabling us to keep track of breaking changes while working on the project.
- Integrated Azure Pipelines into the geocoder, adding CI/CD capabilities for testing and staging environments and increased stability.

Writing

Photogrammetric Modeling of Subterranean Features Through Three-Dimensional Software Analysis — *Texas A&M University*

Lead Author — *Fall 2019*

- Using iPhones and drone flight path techniques, we created a 3D model of a cave in Austin and loaded it into the Unity game engine to walk around it.
- https://www.int-arch-photogramm-remote-sens-spatial-inf-sci.net/XLIV-M-2-2020/95/2020/

Skills

DevOps	AWS, Docker, Kubernetes, Jenkins, ECP Console, Kibana, Graphana, OpenShift
Back-end	GRCP, Express, Node, REST API, ArcPy
Front-end	Angular, React, HTML5
Software	Microsoft Office, ArcGIS Pro, ArcGIS Survey123, ArcGIS Online, Vim
Programming	Golang, Python, Java, C#, LaTeX, Bash
Languages	English, Spanish

Certificates

2016 **Autodesk Inventor Certified User**, Autodesk