

Jorge Rivero III

+1(915)526-3653 | jrivero@utexas.edu | [jorge-cloud-devops](https://github.com/jorge-cloud-devops) | Austin, TX | codedbyjorge.dev

Experience

AT&T

Austin, TX

SENIOR SOFTWARE ENGINEER

March 2023 - May 2024

- Built a React and GraphQL-based interface for a **generative AI-powered vulnerability patching tool**, reducing discovery-to-remediation time by 80%. Integrated real-time AI recommendations and automated security workflows, enhancing usability for internal teams.
- Enhanced the **cloud-based Node.js backend for an internal authentication integration dev tool**, reducing developer onboarding time by 30% and automating manual processes to save 15 hours per project while improving security protocols.
- Led the upgrade of a **full-stack application with a Java-based Spring Boot backend and a React frontend**, increasing transaction processing speed by 20% and reducing memory usage by 18% through code optimizations, architecture improvements, and frontend performance enhancements.

Austin, TX

PROFESSIONAL SOFTWARE ENGINEER

August 2022 - November 2023

- Modernized legacy systems by developing REST and SOAP APIs in MuleSoft, increasing team productivity and supporting the Fiber team's acquisition of 1,000+ subscribers through scalable and efficient integrations.
- Built FieldConnect, a **React and Twilio-powered proof of concept for real-time issue resolution**, reducing response times by 50%. Implemented metrics dashboards and alert automations to improve collaboration between admins and field technicians.

Dallas, TX

TECHNOLOGY DEVELOPMENT PROGRAM ENGINEER

January 2021 - August 2022

- Deployed PowerBI dashboards integrating Azure cost data, saving \$50M annually through infrastructure optimization. Developed predictive analytics for resource allocation, driving strategic decisions across cloud, HR, and sales teams.
- Architected the design and development of a **Terraform-powered Azure Cloud DevOps pipeline**, enabling the automated deployment and configuration of 5G cloud network functions. This transformative solution saved over 100+ hours for third-party vendors while ensuring consistent and efficient resource provisioning.

Gathr

Austin, TX

PART-TIME SOFTWARE ENGINEER & QA ANALYST

September 2021 - March 2022

- Improved system efficiency by **transitioning a cloud-based chat service from Python to Go**, reducing response time by 25% on Google Cloud Functions. Conducted performance testing to ensure stability under high traffic.
- Implemented rigorous QA processes for iOS/Android builds, automating regression testing and ensuring exceptional user experience. Improved app stability through proactive issue resolution and root cause analysis.
- Enhanced Firebase-GCP integration for Flutter-based apps, streamlining cloud-to-mobile data flows and boosting scalability.

ListingSpark

Austin, TX

ASSOCIATE SOFTWARE ENGINEER

June 2018 - August 2018

- Increased the number of homes sold by 20% by developing an offer management feature with a **Ruby on Rails backend and a CoffeeScript frontend, integrating Node.js** for enhanced functionality and scalability.
- Improved efficiency of research and development data tracking by 80% through **programming a Python script** that analyzed thousands of entries and exposed logging errors with the **MongoDB**.
- Providing ongoing support and guidance to the customer support team, ensuring their continued proficiency in utilizing the internal software and achieving optimal performance.

Skills

Programming Languages Python, Java, JavaScript, Go, Terraform, Dart, Swift, MySQL

Cloud Computing/Frameworks Azure, GCP, Kubernetes, CI/CD, React, Node.JS, MongoDB, Power BI

Spoken Languages Fluent in Spanish, Advanced in French

Education

The University of Texas at Austin

Austin, TX

B.A. SUSTAINABILITY STUDIES & ELEMENTS OF COMPUTING CERTIFICATE

May 2020

- Courses:** Mobile Computing (Swift), Data Analytics (Python, Jupyter Notebook), Web Programming (LAMP, CSS, Javascript, PHP, Bootstrap), Software Engineering (Python, Javascript), Software Design (Python)