Oscar E. Ortiz

(Inactive Secret Clearance)   Software Engineer

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WORK EXPERIENCE

The Boeing Company   St. Louis, MO
Real Time Software Engineer   Aug 2020 - Apr 2023

- Designed, developed, and debugged high-performance real-time code for rotorcraft simulators using C++ and Python on a Linux Redhat environment with Git as version control, consistently meeting and exceeding customer requirements.
- Authored and maintained comprehensive documentation of software requirements, architectures, and designs, significantly enhancing team knowledge transfer and reducing onboarding time for new team members.
- Executed System Integration Plan (SIP) steps and meticulously documented test results, identifying and resolving software discrepancies to ensure compliance with over 250 stringent software requirements
- Proactively engaged in the Scaled Agile Framework (SAFe) with Scrum to facilitate seamless team communication and enhance project accountability.
- Refactored and modularized a critical segment of the codebase into a reusable standard library with unit tests, creating an interface layer that streamlined development and improved maintainability across multiple model baselines.

Data Annotation   Remote Part-Time
Software Validation - AI Trainer - Freelance   Jun 2024 - Current

- Assess AI-generated software outputs for accuracy, correctness, and adherence to instructions, providing detailed feedback to enhance AI performance.
- Conduct in-depth code analysis across multiple programming languages, including C++, Java, and JavaScript/HTML/CSS, demonstrating attention to detail and a strong understanding of software best practices.
- Evaluate, run, and test AI-generated code solutions, identifying potential errors and areas for improvement.

Washington University in Saint Louis   St. Louis, MO
Teaching Assistant for Machine Learning, Artificial Intelligence, and Data Mining   Sep 2023 - May 2024

- Held regular office hours to support over 150 students with course materials including discriminative and generative probabilistic models, neural networks, deep learning, search algorithms, dynamic programming, and reinforcement learning.
- Prepared comprehensive teaching materials before office hours, creating an open and conducive environment for student learning for over 15 students per office hour.

EDUCATION

Master of Science in Computer Science   May 2024
Washington University in Saint Louis   3.33/4.0

- Graduate Certificate in Data Mining and Machine Learning

Bachelor of Science in Aerospace Engineering   May 2020
University of Illinois Urbana-Champaign   3.01/4.0

- Minors in Computer Science, Art + Design

SKILLS & LANGUAGES

Skills: ▪ C++ ▪ Python ▪ Java
Development Tools: ▪ Git ▪ CMake ▪ Linux ▪ GoogleTest
Methodologies: ▪ Agile (SAFe) ▪ CI/CD ▪ Unit Testing
Languages: ▪ English (Native) ▪ Spanish (Fluent) ▪ French (Intermediate)

LEADERSHIP EXPERIENCE

Society of Hispanic Professional Engineers (SHPE)
Co-President (WashU Chapter)   Sep 2022 - May 2024

- Revitalized the SHPE WashU Chapter by leading recruitment efforts, organizing executive board elections, securing university backing, and rewriting bylaws, resulting in over 40 active members.
- Directed an 8-member board, overseeing the planning and execution of 12+ social, professional, and community service events to strengthen the Hispanic engineering community at WashU.
- Secured over $25,000 in funding to sponsor members attending the SHPE National Convention, enabling professional growth opportunities for over 20 members.