

Moises Ortega-Garcia

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TECHNICAL SKILLS

- **Languages:** Python, JavaScript, Java, C++, SQL
- **Technologies:** Amazon Web Services, REST APIs, React, Node.js, Git, Google Cloud Platform
- **Databases:** PostgreSQL, NoSQL, Firebase

EMPLOYMENT

Anduril Industries

Software Engineer

Costa Mesa, CA

September 2025 - Present

- Built and shipped backend data-model changes across multiple services, handling everything from design to deployment
- Developed a multisite workflow that automatically transfers objects between US and AUS environments, applying distributed-system patterns, improving cross-region consistency
- Led high-impact production deployments, acting as a primary engineer responsible for release planning, execution, and post-deployment validation; recognized as a high performer for consistently delivering stable releases in mission-critical systems
- Partnered with cross-functional teams (Backend, Infra, PLM, and Manufacturing) to translate stakeholder requirements into scalable backend and workflow automation logic

Northrop Grumman

San Diego, CA

Software Engineer

January 2022 - Present

- Designed and implemented distributed backend features in C++ to support scalable engineering workflows, optimizing performance and reliability under high-load conditions
- Developed and maintained internal web tools with JavaScript, HTML5, and CSS to support engineering operations
- Collaborated across product, design, and QA to delivery new features, write technical documentation, and troubleshoot production issues
- Contributed to continuous improvement of internal processes, system observability, and release pipelines

Bank of America

New York City, NY

Software Engineer Intern

June 2021 - August 2021

- Built and deployed a RESTful API in Python for real-time trade activity analysis, integrating with distributed NoSQL datasets
- Developed analytics dashboard and backend features to enable better insight into trading operations
- Collaborated with senior engineers to define requirements and deliver scalable, testable backend solutions

E. & J. Gallo Winery

Modesto, CA

Software Engineer Intern

June 2020 - August 2020

- Architected and built a pipelined system in Python to calculate moisture index, which resulted in farmers being able to efficiently determine the amount of water needed for a higher crop yield
- Implemented data persistence with a PostgreSQL backend database and file storage with AWS S3, allowing the frontend to display a collection of rasterized data
- Presented proof-of-concept demo application to executive leadership to demonstrate and identify the need for a streamlined process to boost crop yield

EDUCATION

California State University, Stanislaus

Turlock, CA

Bachelor of Science in Computer Science

December 2021