OMAR CRUZ PANTOJA

Software Engineer with 5 years industrial experience, eager to join a collaborative team that values addressing engineering challenges together. I enjoy participating in cross-functional team efforts, and am passionate about working on new projects to create robust architectural designs with innovative solutions.

CONTACT

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EDUCATION

Georgia Institute of Technology
MSc Computer Science (Online)
01/2024 - Present | GA, USA

Graduate intro to OS
Network Security
Advanced Operative System
Software Analysis and Testing
Computer Networks (ongoing)

University of Puerto Rico, Rio Piedras
BSc Computer Science, 3.79 GPA
08/2014 - 05/2019 | San Juan, PR

SKILLS

Programming Languages
Python
Javascript/Typescript
Backend Development
FastAPI
Express
NodeJS
PostgreSQL
Frontend Development
React
HTML
CSS
Miscellaneous
Docker
Github

DevOps Tool*
Jenkins
Kubernetes
* used only for tool development

Languages
Spanish (Native)
English

WORK EXPERIENCE

Backend Software Engineer

- 📅 10/2024 - Present
- 📍 Tidal Cyber - Reston, VA (Remote)

`Python (Django, Django DRF)` `Github` `SaaS` `Startup`

Development in a SaaS platform for threat-informed defense products

- Design, develop, and maintain backend APIs using Django DRF
- Write highly optimized, efficient and scalable code to ensure minimal resource usage with excellent performance
- Work with cross-functional teams to design and implement features
- Implement CI workflows with Github Actions

Senior Software Engineer

- 📅 01/2020 - 10/2024
- 📍 Elsevier (Shadow Health) - Gainesville, FL

`Python (FastAPI)` `Express` `Typescript-React` `Github` `Docker`

Development of python package extending FastAPI framework capabilities

- Created a facade to streamline the integration of standard tools in FASTAPI applications, which enhanced developer productivity and ensured consistency in commonly used features
- Streamlined the process for incorporating authentication, exception handling, database sessions, data repositories, and standard CRUD endpoints into new services

Standardization of unity JSON states in simulation

- Standardized the data structures for student scoring in simulations, which decreased the engineering team's development time for new simulation products by roughly 70-80%
- Developed an API to seamlessly parse Unity JSON objects and integrate them into standard React components
- Streamlined the creation of rubric activities in simulations, reducing the bug rate by over 95%

Rubric Content Tool Rewrite

- Led the transformation and migration of the database, ensuring zero data loss for critical information.
- Led the process to get latest tool tested, production ready and released with minimal bugs or errors
- Created ER diagrams and UI mockups to integrate content authoring tools into a suite, and implemented a versioning system to ensure content stability