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

Northrop Grumman **San Diego, CA**
Software Engineer *January 2022 - Present*

- Implemented backend service features in C++ to support scalable, distributed workflows in engineering toolchains
- Developed and maintained front-end web applications using HTML5, CSS, JavaScript, jQuery, and XML enhancing user interfaces and improving overall user experience
- Collaborated in a diverse agile team and created new design documents that encompassed stakeholder requirements
- Engineered and maintained Teamcenter applications; acted as a primary technical liaison to resolve high-impact issues and improve service availability

Bank of America **New York City, NY**
Software Engineer Intern *June 2021 - August 2021*

- Developed features and maintained a full-stack trading platform in Vue.js and Python that facilitated the management of pricing and positions and provided insights on trading activity
- Built and deployed a Python-based RESTful API enabling clients to search and query trading activity in real time; designed for scale and extensibility
- Integrated a distributed NoSQL database to read trading activity from firms that consist of books and deals
- Wrote reusable web components with Vue.js and JavaScript to visually render trade events to analysts

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

SOFTWARE PROJECTS

Crowdsourced Map Application ***Technologies:*** *JavaScript, Firebase, GCP, HTML, CSS*
Hackathon Project *April 2019*

- Built a real-time web application with Google Firebase for data synchronization, which allowed for a collaborative experience for users annotating the map with location-dependent data
- Enabled offline persistence by storing data to local disk then merging the data once the client regains connection to the database
- Communicated with the GCP API through JSON and subscribed to changes in the database

EDUCATION

California State University, Stanislaus **Turlock, CA**
Bachelor of Science in Computer Science December 2021