

OMAR CRUZ PANTOJA

Software Engineer with 6 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

✉ omarcrz0@gmail.com
📍 FL, USA (willing to relocate)
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🌐 omarcp.com

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
AI in Robotics
DB Implementation (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
Go (side projects)

Backend Development

FastAPI/Django
PostgreSQL

Frontend Development

React (Typescript)
HTML

CSS

Tailwind

Miscellaneous

Docker
Github

Languages

Spanish (Native)
English

WORK EXPERIENCE

Backend Software Engineer

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

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

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 python code to ensure minimal resource usage with excellent performance
- Work with content team to design and implement automation for data pipelines and content delivery 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 façade 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