

# Arturo Villalobos Jr

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## Summary

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Senior Software Engineer with **5+ years** building production systems with Java, Python, Typescript, Azure, and SQL. Experienced delivering secure, compliance-heavy software for defense customers and owning projects end-to-end from requirements through deployment.

## Skills and Certifications

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**Languages:** Java, Python 3+, C#, JavaScript, PHP, C++, HTML/CSS   **Testing:** JUnit, Pytest, Cypress   **Data/DB:** MSSQL, Postgresql, Elastic Indexes, MongoDB, Redis   **Cloud/DevOps:** Azure, AWS, Docker, Ansible, Azure DevOps   **Tools:** Jira, Teams, Slack, VS Code, JetBrains, Xcode   **Spoken:** English (Native), Spanish (Native), Portuguese (Beginner)

## Work Experience

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**Senior Software Engineer, Standard Data, Inc.** .....Aug 2023 – Present  
Houston, TX

- Reduced readiness-report prep time 40% across U.S. airbases by shipping Java/Spring Boot micro-services (TypeScript, MongoDB, SQL Server) that delivered ML-driven maintenance calculations.
- Led Azure (Pipelines / Ansible / Docker) CI/CD automation to streamline front-end and back-end deployments, accelerating prototype delivery and tightening client feedback cycles.
- Built and maintained a ( C# / Ansible / Docker ) data-sync tool that securely ingested 100s of GB of sensitive customer data, keeping demos production-current and boosting adoption.
- Ramped up in Java to support a major architecture shift; migrated from micro-services (Python / Redis / MongoDB / Java) to a monolith with two engineers, shipping a beta in 3 months and live-user testing in 6.
- Authored the organization's System Security Plan (SSP) and led the end-to-end effort to achieve CMMC Level 1 compliance in one month, coordinating stakeholders, implementing required practices, and assembling audit-ready evidence.
- Served as a customer-facing, on-site engineer, deploying and demonstrating software to senior military stakeholders (including generals), providing operational support, and delivering new features in parallel.
- Contributed heavily to core Java backend systems and much of the API, especially user-specific endpoints, data models, and latency-reduction strategies for heavy calculations.

**Software Developer, Classic Canvas Company** ..... Feb 2023 – June 2023  
San Antonio, TX

- Increased the efficiency of current customer outreach efforts by automating email marketing and creating a tool that can schedule and automatically post social media content.
- Deployed and configured a self-hosted accounting, invoicing, and expenses platform using Docker and PostgreSQL, with custom features such as company-specific branding, data views, and reporting. The solution eliminated QuickBooks subscriptions, saving over \$4,000 annually.

**Cloud Solutions Architect Internship, University Lands** ..... May 2020 – Aug 2020  
Houston, TX

- Automated ETL workflows for Drilling and Completion reports in the Permian Basin by developing server-less Python Lambda functions on AWS. The solution streamlined integration of critical oil well data and saved engineers significant time previously spent on manual data entry.
- Collaborated with mechanical and petroleum engineers to design Python notebook templates that streamlined type curve creation and well cost analysis, improving data-driven decision-making and accelerating engineering and financial evaluations.

**Peer Teacher, Texas A&M College of Engineering** ..... Aug 2020 – Dec 2021  
College Station, TX

- Supported 70+ undergraduate and graduate students through weekly in-person/virtual office hours, while assisting instruction across five courses (Data Structures & Algorithms, Introduction to Computing, Computer Organization, Discrete Mathematics, and Linear Algebra) by reviewing materials and grading assignments.

## Education

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**Texas A&M University** ..... College Station, TX  
Bachelor of Arts Computer Science ..... Graduated Dec 2022  
Minor in Statistics

## Projects

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**Creative Developer, Art Club** ..... Dec 2024 – Present  
Houston, TX

- Created immersive real-time 3D installations with TouchDesigner, Blender, and mathematical modeling, enhancing weekly live shows and permanent exhibits experienced by over 300 patrons per day.
- Maintain and repair over dozen high-performance servers powering real-time visualizations and gallery-wide installations, ensuring reliability and minimal downtime.