Wilfredo Velázquez-Rodríguez

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CAREER SUMMARY

A bi-lingual, innovative and accomplished software engineer with expertise of engineering principles and programming languages, with a proven track record of building, and improving software products, and managing build and delivery processes. Proficient in continuous integration software and the design and implementation of new features for existing and new software products. Extensive knowledge of Programming Languages, Engines and Frameworks, and considerable experience with the development of complex software solutions, selected to manage groups of contracted remote engineers, directing projects and reviewing the work. A software engineering professional, with a results oriented attitude, a hands-on style, and an eye for detail on usability, and extensibility.

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TECHNOLOGY SKILLS

Programming Languages
- C
- C#
- C++
- Common Lisp
- HTML/CSS
- Java
- Javascript
- x86 and x86-64 assembly

Server Software
- Apache
- Hunchentoot
- IIS
- Tomcat

Issue Tracking
- Launchpad
- GitHub
- GitLab
- Jira

Development Techniques
- Dependency Injection and Plugin-Based Architecture
- LAN-based applications
- MVVM UI Design
- Object-Oriented Programming
- Test-Driven Development
- Multi-threaded applications

Continuous Integration and Deployment
- CruiseControl.NET
- Jenkins
- Helix Swarm Code Reviews
- Inno Setup
- Install Shield
- Makefiles and MSBuild
- Sentinel LDK Licensing Software
- Software Semantic Versioning

Source Control
- AccuRev
- Git
- Helix (previously Perforce)

Engines and Frameworks
- CryEngine
- OpenGL
- SDL & SDL2
- Unity
- WPF/XAML
- Postgres, SQLite, & Neo4j

Miscellaneous
- Soft real-time LAN-based simulations
- IPC proficient experience with:
- TPC/IP, UDP, Pipes, Files
- DDS Middleware
- ZeroMQ
- XML, JSON

Mind AI, Seoul, South Korea   **2020 to 2020**
Software Engineer
- Implement secure web-based API's for developmental chatbot platform.
- Optimize database storage and lookup using graph-based approaches.
- Implement CI workflows such as unit tests, Jira management and BitBucket pipelines.

SimBlocks LLC, Orlando, Florida   **2018 to 2019**
Consultant
- Unity3D GIS application and libraries.
    - Tile-based Level of Detail system for whole-earth visualization
    - CiGi integration package for entity visualization
    - Web API integration with OpenStreetMap, Bing elevations API
    - PostGIS integration for geospecific feature data
- Integrate existing data formats and data sets:
    - OpenStreetMap and other tile maps.
    - SRTM and other Digital Elevation Models (DEM).
    - Postgres, PostGIS, SQLite, & GeoPackage
    - Real-time OpenFlight Unity Importer for dynamically loaded data.

Harris Training, Inc., Orlando, Florida   **2017 to 2019**
Consultant
- Main developer of a weapons and vehicle trainer system using Unity3D
    - Replicated physical user-interface panel with touch-screen interface
    - Integrated vehicle physics and control packages
    - ZMQ and Zyre-based communications for networked discoverability & control
    - instructor control system in WPF for simulator monitoring and control
- Designed and implemented software emulator to bridge hardware projector upgrade with existing software

Cubic Simulation Systems Division   **2012 to 2015 / 2016 to 2016**
Software Engineer
- WPF Instructor Operator Station, a master control for distributed training systems
    - MVVM design principles with reusable views
    - Inversion-Of-Control driven modules for optional system components using Prism and MEF
    - Performant, low latency controls and panels for soft real-time sensor feedback
- Extensible WPF configuration utility for use by QA & field technicians
- Developed WPF Scenario Authoring Tool
    - Live WYSIWYG editing with real-time engine integration
    - Undo/Redo functionality with drag-and-drop and keyboard-friendly interface
    - Live playback/testing mode
- Extension of proprietary embedded sensors and devices to new training software
- Near-pixel-perfect upgrade of legacy system and projector integrations
- DevOps Experience:
    - Introduced Jenkins for CI, deploying multiple build servers for reproducible builds on legacy OS via VirtualBox for long-term-support of existing contracts
    - Introduction of Perforce, Code Reviews, enhanced SCM Interactions, and establishment of software release workflows with Jira/Jenkins integration
    - Supported SCRUM development model with user-stories for feature development and bug-fixes
    - Installer Development with Installshield
    - Integrated License protection with Sentinel LDK.

EDUCATION

University of Central Florida, Orlando, Florida
- Bachelor of Computer Science BS CS