Marcos Rivas

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Experience

Lockheed Martin — Missiles & Fire Control   March 2025 – Present
Full-Stack Software Engineer   *Orlando, FL*
- Design and develop secure, **internal web applications** that deliver metrics and analyics used across engineering and program teams within the Missiles & Fire Control business area.
- Architect and implement full-stack solutions using **Next.js**, **TypeScript**, **Docker**, and VMware Tanzu Application Service, with a **PostgreSQL** database managed via **Drizzle ORM**.
- Configured and deployed **Redis** cache for distributed data sharing across multiple **Cloud Foundry** application instances.
- Built **CI/CD** pipelines using **Python** to extract and integrate data from providers like **GitLab** for onboarding into analytics workflows.
- Build interactive data visualizations and reports with **TanStack Table** and charting libraries (**Recharts**), improving decision-making by surfacing key development metrics and performance trends.
- Develop and test RESTful APIs, integrate with internal data sources, and validate endpoints using **Postman**; containerize and deploy scalable services supporting engineering analytics.

Electronic Arts — The Sims & Madden   May 2023 – February 2025
Software Engineer   *Orlando, Florida*
- Significantly contributed to multiple screens of the best-selling games in the U.S., Madden 25 and College Football, by collaborating closely with designers to transform their new interface mocks into engaging in-game and pre-game screens, including the implementation of intuitive navigation systems.
- Developed internal web tools using **Node.js**, **Express.js**, and React.js to automate the removal of offensive user-generated content in The Sims, enhancing community standards and player safety.
- Utilized Flash framework and **ActionScript 2.0** to design and implement UI widgets and logic, creating engaging and pixel-perfect user interfaces that enhanced players experience.
- Engineered an internal designer plugin manager tool using React, TypeScript, and the Figma API to automate repetitive tasks, such as swapping document styles between College Football and Madden
- Developed automated sign-in processes using **Python** scripts to enhance QA workflows.

Howard Hughes Medical Institute   May 2021 – August 2021
Research Undergraduate Intern   *Miami, Florida*
- Researched computational identification of different types of kinases that control nerve degeneration.
- Ran an R process to curate data in order to identify different types of kinases.
- Contributed to a Machine Learning algorithm, improving pattern detection accuracy by 25%.
- Created UI to visualize the outcome of the machine learning algorithm.

Projects

Fitness Flex | *Typescript, React Native, MongoDB, Redux, Expo, Docker, Go*
- Engineered a comprehensive fitness tracking system, empowering users to their workout journey.
- 🍎 App available in the App Store

ScripLedger | *Blockchain, React, Node.js, Ethers.js, Solana, Web3.js, Solana SPL Token*
- Developed functionality for users to unlock gift cards and transfer balances by scanning QR codes linked to blockchain addresses.
- Implemented a digital wallet using public-private key encryption for secure management of balances, transaction history, and real-time transfers.
- https://scripledger.com/

Skills

Programming Languages: JavaScript, Typescript, JAVA, HTML5, CSS
Technologies: REST, GIT, Azure, ReactJS, Express.js, React Native, MongoDB, SQL, Gin, Cypress, Docker, Redux, Expo, Heroku, Vercel, web3

Education

Emory University   3.7 GPA
Bachelor of Science in Computer Science/Mathematics   *Atlanta, Georgia*