

Justin Reid

Kaysville, UT 84037
801-927-7910

jsreid27@gmail.com

Software Engineer with a defense background and DoD security clearance eligibility. 3+ years automating mission-critical F-16 avionics test suites at Hill AFB, now building LLM-powered enterprise tools at MasterControl. Combines rigorous systems thinking from aerospace with hands-on AI engineering — uniquely positioned for roles at the intersection of AI, backend systems, and high-assurance software.

Skills

- Prev. active security clearance, eligible for reinstatement
- DevOps
- Agentic Systems / RAG
- Python, C++, C#, TypeScript, JavaScript, SQL
- Git proficiency
- Agile/Scrum
- Docker, GitHub Actions, CI/CD

Work history

AI Solutions Engineer Intern

MasterControl, Salt Lake City, UT

January 2026 - Current

- Maintained and scaled the company's internal LLM gateway as it grew into the primary AI provider for the organization, managing model availability across multiple providers and environments.
- Built unit test suites to validate model health, endpoint reachability, fallback routing, and spend log accuracy — establishing a reliability baseline for a platform the entire company depended on.
- Automated deployment pipelines across dev and prod environments using GitHub Actions and AWS (CodeBuild, Lambda, S3, Secrets Manager), enabling zero-touch promotions between environments.
- Development of analytics dashboards in DOMO to surface model usage patterns, latency trends, and cost breakdowns across the organization.

System Test Automation Engineer

Hill AFB, Clearfield, UT

January 2023 - October 2025

- Automated 150+ test cases for F-16 avionics systems in Python, cutting manual regression time by an estimated 40% and enabling faster software patch delivery cycles.
- Qualified OS upgrades and software patches under DoD compliance frameworks (DISA STIGs), achieving zero critical findings across all release audits.
- Decomposed system requirements for testability and authored test plans that became organizational standards for avionics software validation.
- Provided root-cause analysis and technical guidance during system-level anomalies, working directly with avionics software development teams.

Computer Scientist Intern

Hill AFB, United States Air Force, Clearfield, UT

June 2022 - September 2022

- Built real-time 3D visualization tools in Unreal Engine 4 and C++ with custom OpenGL rendering for aerospace data analysis workflows.
- Completed all sprint deliverables on schedule within an Agile/Scrum team while iterating rapidly on feedback from subject-matter experts.

Data Programmer / VR Developer

Utah State University, Logan, UT

January 2022 - May 2022

- Built a VR equine therapy application in Unity (C#) for disabled veterans in a DoD-partnered research program — delivered full prototype used in live therapy sessions.
 - Engineered Python + Django REST data-pipeline tools to process and visualize eye-tracking telemetry from VR headsets, enabling clinical outcome research.
 - Designed command-line utilities to organize and export multi-session VR datasets for downstream statistical analysis.
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Education

Bachelors of Science in Computer Science, Minor in Mathematics January 2023

Utah State University, Logan, UT

Projects

Psyko Skrubs

- Live CS2 gaming-stats platform with Steam OpenID auth, automated Docker deployment via self-hosted GitHub Actions runner, and Cloudflare Tunnel for zero-cost HTTPS. Demonstrates full production DevOps ownership.

Portfolio Website

- Self-hosted personal portfolio with fully automated CI/CD pipeline — from DNS to delivery without managed cloud spend.

3D Graphics Engine

- Custom software renderer built from scratch implementing matrix transforms, perspective projection, and a rasterizer pipeline.

AlgoTrader

- Algorithmic trading research tool with live market data ingestion, backtesting engine, and REST API for strategy configuration.