

Employment

Boeing

Software Engineer August 2022 – Present

Developer at Boeing Defense, Space, and Security (BDS).

Primarily focusing on real-time and embedded computing. Collaborate with mechanical, electrical, and aerospace engineers in developing various software products to meet U.S. government and international customer needs.

- Software point of contact for integrated product team (IPT) with USN and USAF customers. Experience with presenting technical information to international customers.
- Responsible for requirements management in DOORS database linked to product functional qualification test (FQT) suite, as well as writing and ensuring test cases thoroughly test requirements.
- Responsible for producing safety-criticality impact reports for software products.
- Meet with USG customers and hardware vendors/subcontractors, which include Contract Data Requirements (CDRL)/Subcontractor Data Requirements (SDRL) review and submittal.
- Participate in hardware integration testing with structural, electrical, and systems engineers to collect data on system performance.
- Contribute to codebase development through Enhancement Requests/Problem Reports/Epics as well as code reviews in a scrum/agile environment via Jira.
- Experience developing software directly interfacing with hardware in an electrostatic discharge (ESD) controlled environment for Direct Attack products.
- Responsible for proposing software enhancements/bugfixes and acquiring funding for work hours from customer(s) via software change review board (SCRB).

Naval Nuclear Laboratory – Fluor Marine Propulsion

Associate Software Engineer (Integrated Software Technologies) June 2021 – July 2022

Design, develop, and maintain software products used by physicists, engineers, and other users in support of the U.S. Navy and the U.S. Department of Energy. Participated in a development team dedicated to Scrum/Agile methodology to manage work for customers and software spanning locations throughout the world.

Involved in maintaining/developing large codebases of varying lifespans and technologies ranging from C++, Java, Python, to JavaScript. Developed and documented new features based on user requests alongside unit/system tests, as well as bug fixes for production releases. Also involved in planning and prototyping of exploratory web applications.

Website

<https://john-sy.com>

Github

<https://github.com/DarkHorse108>

Languages

Primary Experience:

Python, C#, Ada, C/C++

Other:

Javascript, Java

Technologies

- ❑ Jira/Bitbucket/Gitlab
 - ❑ React
 - ❑ Flask
 - ❑ Node.js
 - ❑ Three.js
 - ❑ MySQL/MariaDB
 - ❑ Microsoft Azure
 - Github Enterprise
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Education

B.S. Computer Science

Oregon State University
(2018 – 2020)

B.S. Biology

Hawaii Pacific University
(2010 – 2013)
Colorado State University
(2008 – 2010)
