John Sy
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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
- ❏ React
- ❏ Flask
- ❏ Node.js
- ❏ Three.js
- ❏ MySQL/MariaDB
- ❏ Microsoft Azure
- ❏ Github Enterprise
- ❏ Gitlab

Education

B.S. Computer Science
Oregon State University
(2018 – 2020)

B.S. Biology
Hawaii Pacific University
(2010 – 2013)
Colorado State University
(2008 – 2010)