

John Huber III

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EXPERIENCE

Software Engineer

Feb 2024 – Present

Northrop Grumman

Melbourne, FL

- Designed and implemented key components of a Cross Domain Solution (CDS) for the Northrop Grumman E-2D Advanced Hawkeye program in collaboration with the French Navy
- Presented technical deliverables to French and U.S. Navy representatives, as well as Northrop Grumman leadership, during a critical design review (CDR)
- Developed and validated CDS rulesets using DFDL language to ensure compliance with strict security protocols
- Programmed CDS functionality in Python, including message handling logic to uniquely identify and process data chunks and instantiate corresponding message classes
- Conducted rigorous testing of the CDS using hardware units to simulate real-world client-server communication, ensuring reliability and performance
- Actively participated in Agile workflows, including biweekly scrums, sprint planning, Kanban processes, code reviews, and story point estimation using tools like Git, Jira, Bitbucket, and Confluence

Software Engineer Intern

May 2023 – July 2023

Northrop Grumman

Melbourne, FL

- Modified custom Python tool for real-time system performance monitoring on Linux systems (Sysstat-11.6.0). Implemented JSON format updates, time-stamped subdirectories, and memory/disk/CPU data collection.
- Implemented serialization using Python pickle format instead of traditional text files, resulting in a 92% reduction in file size and a 63% improvement in data loading and retrieval efficiency.
- Tested and validated tool in VM environment to ensure robust performance across various system configurations.
- Collaborated in an AGILE environment using Atlassian tools (Jira, Bitbucket/GIT, Fisheye/Crucible, Artifactory, Confluence). Actively participated in daily SCRUMs.

PROJECTS

StratSim [stratsim.vercel.app]

Dec 2022

- Developed a comprehensive web application that simulates Roulette, Craps, Blackjack, and Baccarat games, featuring historical information, rules, and gameplay instructions for each game.
- Engineered a simulation engine capable of instantly generating years' worth of results for several strategies along with providing statistical insights and ensuring scalability and performance with efficient algorithms.
- Incorporated dynamic elements, including real-time card visuals for Blackjack and Baccarat games.
- Fully responsive for both web and mobile.
- **Tech Stack: ReactJS, JavaScript, HTML, CSS**

Algorooms [UCF Senior Design Capstone Project]

Jan 2023 – Dec 2023

- Worked on the Front end and designed a large portion of the overall websites' UI/UX design.
- Collaborated with 4 developers to create a web app to practice data structures and algorithms collaboratively.
- Room-based architecture so users can create/join specific rooms dedicated to particular data structures and topics
- Employed Socket.io to facilitate live updates to a shared code editor and enable real-time messaging.
- **Tech Stack: TypeScript, MongoDB, ExpressJS, React, NodeJS, NextJS, WebSockets, TailwindCSS**

TECHNICAL SKILLS, CERTIFICATIONS, CLEARANCES & QUALIFICATIONS

Clearance: Secret Security Clearance (Active, Issued by DoD, Adjudicated 2023)

Certifications: CompTia Security+ ce (Credential ID RXYPBSXYQE1114C6). Expires Oct 2027

Languages: Python, C, JavaScript, HTML, CSS, DFDL, Java, C++, Haskell

Software Tools: React, Git, Tailwind, Express, Node, MongoDB, Jira, Bitbucket, Confluence, Linux/RHEL

EDUCATION

University of Central Florida

Orlando, FL

Bachelor of Science in Computer Science: GPA 3.57 / 4.0

Aug 2021 – Dec 2023

Honors & Awards: President's Honor Roll Certificate, Dean's List