Kian Maranon

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- TypeScript | JavaScript ES6 | C# | Python | HTML | CSS | SQL | Java | C++| Git | MSSQL | PostgreSQL | MySQL | Neo4j
- React JS | Next.js | Redux | Node.js | Express.js | .NET | Entity Framework | Django | OOP | Jira | Unity | Unreal Engine
- Frontend | Backend | Full-Stack | Game Development | Agile

Experience _

Software Engineer

Northrop Grumman

06/2020 - Present

- Led the design and development of a sector wide information hub site, servicing over 20,000 employees using **React JS**, **Redux**, **Node.js**, and **Express**.
- Led the redesign and development of program management applications used by 1,000 employees using **Typescript**, **Next.js**, **Redux**, **Django**, and **PostgreSQL**.
- Redesigned and refactored a **React JS** dashboard application using modern UI/UX practices and libraries.
- Interfaced with a Neo4J graph database to write metric scripts in a Node.js application.
- Converted a windows desktop application into a web application using .NET Core , React , Redux, and a pre-existing MSSQL database.
- Implemented and improved Agile practices using **Jira**, **Microsoft Teams** and **Discord** to improve team organization and efficiency.
- Mentored interns on the basics of web development using React JS, Node.js and Express.js

Software Automation Engineer

Assured Space Access Technologies

06/2019 - 05/2020

• Developed automation scripts in **Python** and **JavaScript** to improve the testing runtime of communications software.

Education

San Diego State University 2015 - 2019

B.S. Computer Engineering - Dean's List 2019

Projects _

D.O.O.R - Home Network Management Application

• Lead developer and designer for a home network management **Android mobile application** using **Xamarin** and **OpenWRT** open source firmware.

Dodgy Blocks - Video Game

• Managed a team of developers to create a 2D video game using the **Unity** Game Engine and **C#**.

Others

Certifications

• CompTIA Security+ | Professional Scrum Master