

Bradley S. Nishida

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SUMMARY

Software engineer and Eagle Scout.

Enthusiastic, creative, open-minded, and results-oriented when it comes to development. A leader and a problem solver while working with others.

EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES

Expected June 2021 | Los Angeles, CA
B.S. in Electrical Engineering, 187/182 units
Tech Breadth in Engineering Management

RELEVANT COURSEWORK:

- Computer Organization
- Logic Design of Digital Systems
- Signal Processing
- Computer Graphics

SKILLS (LANGUAGES//FRAMEWORKS//TOOLS)

Mastery:

C++, HTML, CSS, JavaScript // Node.js,
React, Express.js, MongoDB, Rest API // Git,
Visual Studio, Windows, Linux

Proficiency:

C, Java, Bash/Shell, HTTP // Angular, Axios,
Arduino, Bootstrap // Figma, Marvel

Familiarity:

Python, C# // Vuforia // Unity

LEADERSHIP

KYODO TAIKO | Equipment Head

June 2018 – June 2019

- Maintained Kyodo's equipment and storage space year-round
- Kept team informed about general equipment care, use, and storage
- Delegated roles to members of the equipment committee
- Led team-wide events to prepare Kyodo equipment to be in performance-ready shape

EXPERIENCE

NORTHROP GRUMMAN | Software Engineering Intern

June 2020 – Present | Redondo Beach, CA

- Develop a full-stack application in a Rest API using MongoDB, Express.js, React, and Node.js
- Perform manual research and communicate with clients/stakeholders to identify pain points of the product
- Wireframe and prototype using Marvel
- Build and implement JSON objects through HTTP requests

COACH & CREW | Software Engineer

July 2019 – January 2020 | Los Angeles, CA

- Worked in an agile team to build a next-generation social networking web application allowing users to explore coaching and team forming options for various sports
- Developed and maintain a web user interface for coaches and a responsive web login form to the Coach & Crew main page using MongoDB, Express.js, Angular, and Node.js
- Wireframed the Coach & Crew website using Figma

NOSTROMO EMERGING TECHNOLOGIES | Software Engineering Intern

June 2016 – December 2016 | Tustin, CA

- Led and managed several key augmented reality applications for Android and iOS using Unity and Vuforia
- Utilized the 3D animation, camera, lighting, and physics in Unity
- Designed UI and UX for mobile applications

PROJECTS

MODEL DISINTEGRATION

June 2019 | JavaScript

- Designed and built a 3D model of Spider-Man using Garrett Ridge's tiny-graphics.js framework
- Implemented a dissolving particle effect by performing matrix transformations on the model, such as translation, scaling, and rotation

PATH-FOLLOWING MOBILE ROBOT

June 2018 | Java, Arduino

- Used an Arduino Nano to test and integrate components such as IR and visible light LEDs, phototransistors, and gearmotors
- Engineered and tested a robot to complete a course while maximizing efficiency

HEALTH TRACKER

November 2017 | JavaScript, Node.js, React Native

- Built a mobile application that tracked UCLA dining hall nutrition facts
- Utilized Node.js to catch data from the UCLA Housing website