Keenan Johnson

I'm a leader obsessed with increasing the rate of societal innovation through engineering. I've been at the front of some of the most ambitious aerospace projects and built expertise is in understanding people, teams, and projects working to achieve the Impossible for the good of all.

HIGHLIGHTS

Led an electric aircraft engineering team that delivered the world's longest flying, fully electric UAV to prove it was possible to create useful zero emissions aircraft

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Heavily involved in policy efforts related to Aerospace, Innovation, and Technology

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Mentors companies involved in climate change and aerospace through Techstars and CleanTech Open

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Thrived in the high pressure mission control of SpaceX

EXPERTISE

Project Management
Process Development
Roadmap Development
Strategic Planning
Chaos Reduction
Clean Sheet Design
Company Operations
Engineering Design
Engineering Leadership
Mentoring
Organizational Design

HONORS

ARM Innovator
Robin.ly AI Expert
ARM TechCon AI Expert
Speaker @ Many Conferences
IEEE-Eta Kappa Nu
Venture Stories Podcast

EDUCATION

Missouri S&T
B.S. Computer Engineering
Minor: Computer Science

CONTACT

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EXPERIENCE

AERO.SPACE | Founder

Aug. 2020 - Present | Seattle, CA

- aero.space is an initiative to foster creativity, diversity, sustainability, and fun in the aerospace industry by issuing micro-grants to under represented minorities to make the future they imagine.

BEDROCK OCEAN EXPLORATION | Head of Robotics Software

May 2020 - Present | Seattle, CA

- Bedrock Ocean Exploration is a public benefit corporation developing technology to create the world's first high resolution map of the ocean floor using autonomous systems.
- I lead the Software Engineering Team and serve as the technical expert for sonar data collection and mapping.

POLICY HACKERS | Innovation Policy

April 2020 - Present | Washington, D.C

- Policy Hackers is a twelve month fellowship program for tech professionals. The curriculum is designed to equip them for long-term success in helping to advance innovation.

IMPOSSIBLE AEROSPACE | Founder & Head of Engineering

Aug. 2017 - Oct. 2019 | Sunnyvale, CA

- Directly managed and mentored the engineering team of 20 hardware and software engineers
- Created the interview and hiring process used for 30+ hires
- Interviewed potential customers and created the product management framework used to evaluate potential product types and features
- Developed technology and business roadmap
- Developed formalized business processes including financial modeling, budgets, culture, product design, change management, manufacturing instructions, testing, and customer support
- Established, taught, and maintained company culture
- Personally designed and manufactured the version one electrical system and printed circuit boards in the US-1 aircraft
- Prepared and presented technical briefings to potential investors, partners, customers, and the Board of Directors
- Set up task tracking systems from sticky notes to complex software

SPACEX | Launch Software Engineer

Jan. 2013 - Aug. 2017 | Los Angeles, CA

- Founded and led an R&D Tiger-team to develop and deploy a new software language to control Mars colonization spacecraft
- Worked as a launch control operator in the world's highest pressure environment: SpaceX Launch Control Center
- Developed Mission Control software used to control all SpaceX vehicles
- Designed and operated the SpaceX Hyperloop test track