Ken Nguyen

Associate Software Engineer

BIO

Currently a software engineer working on a Data Display & Control codebase for an aerospace project. Having a personal interest in SaaS products and a background in web, iOS, and Android development, I am keen on transitioning into a full-stack web or mobile developer.

EDUCATION

University of California, San Diego '22 B.S. Math-Computer Science Minor Economics

TECH SKILLS

MongoDB C/C++ Git
Express Python Bash
React Swift Jira
NodeJS Typescript Figma

SOFT SKILLS

Hyper organized Active listener

Attentive to detail Proactive communicator
Independent learner Team player

PROFESSIONAL EXPERIENCE

Northrop Grumman Oct 2023 - Present

Associate Software Engineer

- Contributed to the development of a multi-layered menuing interface for a Data Display & Control (DDC) product
- Wrote code to manage flight systems such as vehicle health, takeoff, and landing
- Designed contingency plan in the event of a loss of connection between multiple safety critical systems
- Thorough use of Atlassian suite (Jira, Bitbucket, Confluence, Bamboo, Fisheye) for design, development, and testing of product

C2 Education Dec 2022 - April 2023

Computer Science Tutor

- Guided students through the fundamentals of computer science
- Progressed into object-oriented programming and the reason behind data abstraction into classes
- Corresponded with center director, student, and parents to design personalized lesson plans

PERSONAL DEVELOPMENT

League Nemesis

React, Express, MongoDB, NodeJS

- React app displaying the League Nemesis of a player on the game League of Legends
- Storage and caching of data using Mongoose & MongoDB, with testing of HTML requests using Postman
- NodeJS used for backend development and ExpressJS for middleware and backend data flow
- Shieldbow.js used as a Riot Games API wrapper for simple and optimized data fetching
- TanStack query used for fetching data from backend
- Chakra UI used as a component library for styling frontend

San Diego Zoo Navigation App Demo

Android, Java, SQLite, Google Maps API

- Android navigation app for the San Diego Zoo
- Development was done in Java using Android Studios
- Code blueprinted by S.O.L.I.D. software design principles
- · Took charge of scrums by coordinating meetings, setting up agendas, and facilitating planning poker
- SQLite used for local storage
- Zenhub was used for sprint planning, velocity tracking, and the burndown chart
- Git used for version control & Github as a repo and integration testing