

# Ken Nguyen

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## Skills

C/C++, React, Typescript, Javascript, Python, iOS/Swift, Node.js, MongoDB, Express.js, REST APIs, Git, Bash, Figma, MySQL

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## Education

**University of California - San Diego**  
*Bachelor's, Computer Science*

**August 2022**

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## Professional Experience

**Northrop Grumman**

**Melbourne, FL, USA**

*Associate Software Engineer*

*November 2023 - Present*

- Working in a data & displays team where development is done using C++ and Python in a Windows and Red Hat Linux environment
  - Ownership over component known as flight plan manager that interfaces with multiple subsystems to manage an active flight plan
  - Engineered code that activates a flight plan
  - Developed code that captured waypoints during a flight mission
  - Overhauled internal Python scripts that translated CSV data to XML that were then translated to C++ classes
  - Spearheaded design story for loss of communication between two subsystem
  - HITL & SITL integration testing to ensure functional and memory safe code
  - Usage of Google Tests for unit testing
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## Personal Development

**League Nemesis**

*Sole Developer*

- Website displaying a user's worst matchup in the game League of Legends
- Server-side development using Node.js enhanced with tsx
- Express.js used as an endpoint framework
- Data stored via Mongo Atlas using a Mongoose schema
- Frontend development using React and Typescript
- Frontend styling using TailwindCSS with ShadCN as a component library
- Tanstack used for frontend routing, tables, and state management
- Analytics tracked with PostHog

**Explore San Diego!**

*Developer*

- Android navigation app allowing users to queue exhibits and create custom itineraries for the San Diego Zoo
  - Developed done using Java and Android Studios
  - Incorporated Google Maps API for user location and rerouting
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## Portfolio

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