

Ken Nguyen

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Summary

I am currently a software engineer at Northrop Grumman, specializing in DevOps for Data Display Control (DDC) products. With a background in Javascript, Python, and Swift, I am keen to transition into full-stack web and mobile development. This is demonstrated by my diverse project portfolio, including full-stack React, iOS, and Android apps.

WORK EXPERIENCE

Northrop Grumman - Associate Software Engineer Nov. 2023 - Present

- Developed aircraft interfaces, menuing, and transmission of data from one component to another
- Utilized Agile software development process to design, create, test, and improve code
- Development is done in C++ and Bash in a RedHat Linux environment
- Thorough use of Atlassian tools suite (Jira, Bitbucket, Confluence, Bamboo) for different stages of development
- Performed code reviews to validate implementation and functionality of software
- Collaborated with requirements, software, and test teams to develop highest quality product and code
- Used OpenGL to render aircraft user interfaces

ME Engineers - Intern Jun 2017 - Sep 2017

- Worked closely with experienced engineers to design electrical layouts for large scale buildings, stadiums, hospitals, and museums.
- Primary job was to articulate hand-drawn electrical blueprints onto computer systems using Revit and AutoCAD.

SKILLS

Languages Javascript, C/C++, Python, Java, Swift, Typescript, Bash

Tools & Principles MongoDB, Express, React, Node.js, Bootstrap, Linux, REST APIs, SOLID, Agile/Scrum

Technologies Git, Github, Bitbucket, Jira, Confluence, Bamboo, Linux, Coverity, Figma

EDUCATION

University of California, San Diego Graduated Aug 2022

BS in Math-Computer Science & Minor in Economics

PROJECTS

Personal Website

<https://kennguyen230.github.io/ken-n-website/>

League Nemesis

React, Express.js, MongoDB, Node.js, Riot API, Google Analytics

- React application displaying statistics for the game *League of Legends*
- Developed using the MERN stack (MongoDB, Express, React, Node.js)
- Data is obtained from Riot API using Axios

Tunnelman Game

C++, OpenGL

- C++ sidescroller minigame inspired off *Dig Dug*
- Makes use of strategy, observer, factory, and singleton pattern as well as dependency injection and SRP
- Extensive use of object-oriented programming, smart pointers, exception handling, and memory management

San Diego Zoo Navigation App

Android, Java, SQLite, Google Maps API

- Worked within a scrum team to develop an Android navigation app for the San Diego Zoo.
- App development was influenced heavily by SOLID engineering principles
- Version control was done thru Github. Unit testing was done before every push. Integration test after every push.

Code Brown iOS App

Swift, SwiftUI

- iOS app designed in Figma and projected to be deployed on Apple's Testflights for beta testing