Nicholas Chung

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EXPERIENCE

Proposal Analyst, Northrop Grumman

Aug. 2019 - Sept. 2020

- Managed multiple multimillion-dollar competitive proposal and white paper efforts
- Developed scripts (1000+ lines of Visual Basic) to automate requirement decomposition
- Coordinated with proposal teams to revise drafts and finalize desktop publishing activities
- · Created output charts for and presented at strategic planning meetings

Sensors Engineer, Northrop Grumman

Jul. 2018 - Aug. 2019

- Integrated cRIO and PC hardware with high-speed centrifuge to gather metrics on accelerometers
- Collaborated with lead software engineer to develop a LabView suite to tune and test gyroscopes
- Developed a script (500+ lines of SQL and MATLAB) to mine an Oracle database and analyze trends on combinations of sensor parameters
- · Collaborated with off-site and on-site teams to manage scheduling through GANTT charts

Embedded Software Engineer, Northrop Grumman

Jul. 2017 - Jun. 2018

- Developed a script (1000+ lines of MATLAB) to automatically generate a Simulink system/ subsystem diagram and custom report from an interface controls document
- Generated bi-directional traceability matrices using DOORS
- Compiled and peer-reviewed software design documents

EDUCATION

Masters of Computer Science, UCI (GPA: IP)

Oct. 2020 - Dec. 2021*

Current courses: Advanced Programming Problem Solving, Fundamentals of Algorithms, Introduction to Artificial Intelligence

Bachelors in Electrical Engineering, UCLA (GPA: 3.48)

Sept. 2013 - Jun. 2017

LEADERSHIP

FABLAB Committee Member, Northrop Grumman

Feb. 2018 - Jun. 2019

- Drafted concept of operations to pitch fabrication lab to site executives and legal team
- Developed 3D printing fundamentals course and maintained 3D printers

LA Pathways Chapter Lead, Northrop Grumman

Oct. 2017 - Dec. 2019

- · Coordinated technical lectures, discussion forums, cross-campus events, and all-hands meetings
- Worked with 80 entry-level rotational employees to address and resolve new hire concerns

PROJECTS

Orchestra Anywhere, UCLA

Oct. 2016 - Mar. 2017

Undergraduate systems design capstone project using localization and gesture recognition to play music.

- Built multi-threaded TCP/IP network using Python and C to interface Intel Edison's and MATLAB
- Refactored 500 lines of Python and C code to improve readability and documentation (using Git)

SKILLS

- Software: MATLAB/Simulink, C++, Python, SQL, VBA, LabView, Git, LaTEX, HTML/CSS, DOORS
- · Hardware: CompactRIO, 3D printing, soldering