Nicklas Stockton

CONTACT & PROFILES

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PROGRAMMING LANGUAGES

- Python
- Rust
- LaTeX
- Bash
- Asm (PowerPC, MIPS)
- C
- Matlab
- C++

TECHNOLOGIES

Linux/FreeBSD • Unix coreutils
OpenSSH • Gnuplot • Vim
Git • Cross-compilation
GNU Make • CI/CD (Gitlab/Github)

CERTIFICATIONS

- DOD TS/SCI
- Certified SAFe® Agile Practitioner

EDUCATION

UNIVERSITY OF CINCINNATI

M.S. — Aerospace Engineering
2016–2018
B.S. — Aerospace Engineering
2013–2017

INTERESTS/PASSIONS

- Open source software/contribution
- Homemade pasta
- Barefoot running
- Music

PROFESSIONAL EXPERIENCE

Cyber Security Engineer – Top Secret Security Clearance
NORTHROP GRUMMAN—XETRON — FAIRFIELD, OH
2019–Present

- Technical and project lead for team of 5 engineers working on 2 projects
- Overhauled command-line Python tool to support complex runtime requirements
- Implemented crucial pieces of automated pipeline to streamline product test and release cycle
- Use IDA Pro for software binary reverse engineering tasks
- Passionately push for more streamlined processes and better automation of mundane tasks

Database Developer
SLICEUP — REMOTE
Feb–Apr 2020

- Adopted previously developed time-series database project without documentation and minimal tests
- Added the ability to index database entries using H3 geospatial indices
- Wrote over 1400 lines of documentation covering the public API
- Added tests to validate high-priority internal functions which uncovered bugs to be fixed
- Complete project timeline was less than 3 months

C++ Qt GUI Developer
STREAMSPOT — CINCINNATI, OH
Feb–Jul 2019

- Developed custom plugin for video streaming service to simplify user experience
- Integrated new features deeply into existing open-source core (OBS Studio)
- Contributed back to community when feasible
- Simplified project architecture and utilized open-source libraries to clean implementation

Aerospace Engineer – Secret Security Clearance
AIR FORCE RESEARCH LABORATORY — WPAFB, OH
2017–2019

- Received Scientific and Technical Achievement Team Award — F-16 Auto-Strafe "Death Claw"
- Learned and modified legacy OpenGL codebase to produce custom simulated aircraft HUD symbols within three weeks
- Modularized simulation code base, enabling both wall-time and headless simulation
- Introduced Git to wrangle scattered code versions and fragments into unified whole
- Manually translated Simulink models into C++, validating model behavior against original

Research Assistant
UAV MASTER LABS — CINCINNATI, OH
2015–2017

- Introduced real-time simulation capabilities to the lab using ROS and Gazebo softwares, thus enabling quick develop-simulate-fly cycles
- Developed unmanned system platform for mobile autonomous landing operation using a genetically-tuned fuzzy logic controller
- Developed self-navigation autonomous quadcopter for tunnel exploration using 2-D lidar sensor and API to third party contractor code
- Integrated camera motion capture system with flight controllers for indoor autonomous flight using ROS