Ken Nguyen

nguyenkencareer@gmail.com | linkedin.com/in/ken-c-nguyen/ | github.com/kennguyen230

Professional Summary

Full-stack flight software engineer on a displays team solving problems with C++. Web and mobile developer at home creating neat applications with React.

Skills

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

Education

University of California - San Diego   **August 2022**
Bachelor's, Computer Science

Professional Experience

Northrop Grumman
Associate Software Engineer   *November 2023 - Present*
- Ownership over core component known as flight plan manager that communicates with multiple subsystems to manage active and modified flight plans
- Full-stack implementation of a kill-chain table: rendering widgets on screen, populating with data, and performing CRUD operations
- Developed code, across multiple stories, to cover the end to end of activating a flight plan
- Implemented code that captures waypoint during a flight mission
- Performed HITL & SITL integration testing to ensure functional and memory safe code
- Worked in a RTOS environment with careful consideration for memory usage
- Modified internal Python scripts that translated CSV files to XML that were then translated to C++ classes
- Spearheaded design story for loss of communications between two subsystem
- Usage of Google Tests for unit testing
- Daily usage of Git and Atlassian Suite (Jira, Fisheye, Confluence, Bitbucket)

Personal Development

League Nemesis
Sole Developer
- Website displaying a user's worst matchups in the game League of Legends
- Server-side development using Node and Typescript
- Express.js used for endpoints
- Data stored via Mongo Atlas using a Mongoose schema
- Client-side development using React and Typescript
- Tanstack used for frontend routing, tables, and state management
- Analytics tracked with PostHog

Portfolio

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