

Josh Hawkins

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Clearance: Top Secret

Last Updated 4th March 2020

OBJECTIVE

Driven software engineer seeking new challenges in cloud computing fields.

SKILLS

Frameworks & Libraries

Node.js • Reactjs • Ruby on Rails
MobX • Redux • Webpack • Babel
LLVM • GCC

Environments

AWS • Heroku • Zeit
Google Chrome • Electron • Atom
Tools

Git • npm • PyPi • RubyGems

Operating Systems

CentOS • Red Hat
Ubuntu • MacOS
Windows XP, 7, 8.1, 10

LANGUAGES

PROGRAMMING

Every day:

Python • Ruby

Frequently:

JavaScript • C++ • C

Familiar:

Java • Rust • Kotlin • C#

GraphQL • SQL • \LaTeX

INTERPERSONAL

English • German

Some familiarity with ASL

EDUCATION

MISSISSIPPI STATE UNIVERSITY

B.S. COMPUTER SCIENCE

Dec 2017 | Starkville, MS

College of Engineering

Cum. GPA: 3.89 / 4.0

Major GPA: 4.0 / 4.0

WRITING

"(Don't Fear) The Regex"

– A Practical Introduction to Regular
Expressions

COURSEWORK

Data Communication Networks

Computer Architecture

Artificial Intelligence

Theory of Programming Languages

Operating Systems Design

Microprocessors

EXPERIENCE

NORTHROP GRUMMAN | SOFTWARE ENGINEER

Sep 2018 - Present | Fairfax, VA

- Leads rearchitecture of ETL pipeline into a serverless architecture for reduced costs, reduced O&M, and increased resiliency
- Serves as lead engineer for team of 5 and as a subject matter expert for serverless computation
- Designs and implements innovative solutions to ensure interoperability between mission enabling applications with differing data paradigms
- Maintains legacy high-performance, high-availability back end data ETL pipeline at the heart of a network of critical mission applications
- Interfaces regularly with customer and users to ensure a quality experience for application users

RADIANCE TECHNOLOGIES | WEB AND EMBEDDED SOFTWARE ENGINEER

Jan 2018 - Sep 2018 | Dayton, OH

- Develops, maintains, and tests legacy desktop applications
- Designs protocols and features to bridge capabilities between legacy desktop applications and modern thin-client web applications
- Extends the CPython embedded interpreter to create Python packages implemented in and interoperable with C & C++
- Optimizes image processing algorithms while maintaining compatibility with legacy implementations in different languages and 100% unit and integration test coverage

RADIANCE TECHNOLOGIES | SOFTWARE ENGINEER AIDE

Nov 2015 - Dec 2017 | Huntsville, AL

- Designs, programs, and supports military-use applications such as manned earth reconnaissance training and simulation software using C#/WPF & JavaScript/Electron
- Designs, programs, and supports military training software for pilots and sensor operators using virtual reality with Oculus Rift, Unity, Blender, C# & JavaScript.
- Configures, tests, delivers and installs systems for military training and simulation
- Travels across country to assist system upgrades and new integrations
- Leads design and implementation for next generation Radiance Technologies website utilizing a Server-side Rendered React architecture

TEXTRON SYSTEMS | SOFTWARE ENGINEER INTERN

June 2015 - Aug 2015 | Huntsville, AL

- Designs, programs, and supports military-use applications such as UAV control software using Python & Bash
- Creates workflow-optimizing applications with remote Yum Repository and automatic distribution servers with web interfaces using Python & JS

INDEPENDENT DEVELOPMENT

June 2012 – Present

- Programs and maintains several open source libraries and programs
- Programs and distributes multiple Google Chrome Extensions

VOLUNTEER SERVICE

2014 - 2020	Open Source Code	Contributor & Maintainer to Open Source Projects
2015 - 2016	Initium	Volunteer Developer for Popular Browser Game
2010 - 2013	Special Olympics	Escort for Special Olympics Athletes