# Nicholas Correa

# **Software Engineer** — Secret Clearance

Motivated Software Engineer with experience in coding and deploying high-performance applications for mission-critical environments. Proficient in C++, Python and embedded systems, with a proven track record of improving system efficiency through multithreading, mutex management, and robust network communication solutions. Demonstrated ability to lead full-stack development projects and implement machine learning algorithms to drive data insights. Seeking to leverage technical experience and problem-solving skills in a T2 Software Engineer role to enhance system functionality and drive innovation in a collaborative, fast-paced team.

# **EXPERIENCE**

# Northrop Grumman, Azusa, CA — Associate Software Engineer

August 2023 - PRESENT

- Spearheaded the development of a digital transformation platform, increasing production order efficiency by 30%.
- Diagnosed and resolved software inefficiencies and bugs improving system performance Database: and reliability by 10%
- Improved system stability and performance by a factor of 10% through the implementation of multithreading and mutex management in embedded flight software.
- Developed and maintained a communication system to relay messages between networked computers, enabling system coordination and data exchange.

# Northrop Grumman, Azusa, CA — Intern, Software Engineer June 2022 - August 2023

- Developed analytical tools that streamlined test result analysis and data extraction, reducing processing time by 30%.
- Built a machine learning algorithm that identified patterns and anomalies in executable log statements improving error detection and reducing time for manual analysis.

# Code Ninjas, Fountain Valley, CA — Center Director

August 2020 - August 2021

- Created curricula and instructed students in JavaScript and Python languages.
- Managed day-to-day operations of teachers and fostered a conducive environment for success.

### **EDUCATION**

# Georgia Institute of Technology, Atlanta, GA

Master of Computer Science (Interactive Intelligence)

- Specialization: Machine Learning and Artificial Intelligence
- August 2024 Expected: May 2027

# **University of California Irvine**, Irvine, CA — B.S. Software Engineering

B.S Software Engineering

July 2021 - June 2023

### **PROJECTS**

# **YourEdvisor** — Web Based Learning Management Center

- Led the end-to-end development of a responsive web application using React Native, LEADERSHIP JavaScript, HTML, SASS, Tomcat, MongoDB, and PostgreSQL.
- Designed database schemas and implemented RESTful APIs, enhancing user experience and system performance
- Integrated seamless front-end and back-end integration, delivering a robust platform that supported increased user engagement and streamlined workflows.

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# **TECHNICAL SKILLS**

**Programming** 

Languages:

C++, C, Python

# Web Technologies:

HTML, CSS, JS, React, Node.js, SASS

MongoDB, PostgreSQL, MySQL

## **Tools & Platforms:**

Docker, Git, Bitbucket, GitHub, Linux, Tomcat

## **Networking:**

POSIX Sockets. Winsock, TCP/IP

## Machine Learning & Al:

Scikit-learn, PyTorch

#### **SOFT SKILLS**

**Teamwork** 

Communication

Adaptability

Leadership

Time Management

## **LANGUAGES**

English (Native)

Spanish (Intermediate)

Gen 2 Gen Co-Chair

Northrop Grumman Pathways Networking Chair