

Bradley S. Nishida

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SUMMARY

Software engineer and Eagle Scout.

Enthusiastic, creative, open-minded, and results-oriented when it comes to development. A leader and a problem solver while working with others. Holding an active secret security clearance.

EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES

June 2021 | Los Angeles, CA

B.S. in Electrical Engineering, 187/182 units
Tech Breadth in Engineering Management

RELEVANT COURSEWORK:

- Computer Organization
- Signal Processing
- Computer Graphics
- Machine Learning

SKILLS (LANGUAGES//FRAMEWORKS//TOOLS)

Mastery:

JavaScript, Python, Bash/Shell, HTML/CSS, LLMs // Node.js, React.js, Vue.js, Express.js, MongoDB, Rest API // Git, Docker, AWS, VS Code, Windows, Linux

Proficiency:

C++, Java, MATLAB // Arduino

Familiarity:

C, C# // Unity

LEADERSHIP

KYODO TAIKO | Equipment Head

June 2018 – June 2019

- Maintained Kyodo's equipment and storage space year-round
- Kept team informed about general equipment care, use, and storage
- Delegated roles to members of the equipment committee
- Led team-wide events to prepare Kyodo equipment to be in performance-ready shape

EXPERIENCE

PCSC | Software Engineer

April 2025 – Current | Los Angeles, CA

- Developed a C-based diagnostic tool to automate functional testing of card reader hardware, implementing bitstream simulation, real-time data capture, and output decoding to validate system behavior and support production testing.

NORTHROP GRUMMAN | Software Engineer

September 2021 – August 2024 | El Segundo, CA

- Built several machine learning models to predict win/loss ratio and future coordinates of air-to-air combat, including an SVM classification model and an LSTM deep learning model with <0.01 mean squared error and 70% classification accuracy
- Wrote and refined multiple sections of a whitepaper that was used to secure funding and reach customers
- Cleaned and transformed output data from an AI/ML Natural Language Processing model into a block diagram, providing customers with a visual representation of the future predictive capability of the model
- Implemented a Vue.js feature that allowed the user to define webhooks that would trigger upon the success or failure of an event
- Unit tested backend routes with >75% statement and >50% branch coverage, resulting in bug fixes

NORTHROP GRUMMAN | Software Engineering Intern

June 2020 – August 2020 | El Segundo, CA

- Built a full-stack application for the Facilities Team using modern frameworks such as MongoDB, Express.js, React, Node.js, and Material-UI
- Developed with agile processes by attending weekly standups, collaborating with fellow interns, and maintaining communication with clients/stakeholders throughout development
- Presented backend schemas, final analysis of current-state process and wireframes of a potential future-state process to Facilities Management

PROJECTS

LOCAL SPORTS AUTOMATED NOTIFICATIONS

January 2025 | Python

- Developed a Python script that integrates with sports APIs to track local team scores daily.
- Automated notifications via email and SMS using SMTP to alert users about potential sponsored restaurant deals.
- Improved efficiency by automating a previously manual process, enhancing user convenience