

Shawn Mian

EDUCATION

M.S, Computer Engineering	Graduated May 2024
B.S.E, Computer Systems Engineering	Graduated May 2023
Arizona State University, Tempe, AZ	3.72 GPA

PROFESSIONAL EXPERIENCE

General Dynamics, Scottsdale, AZ: Senior Software Engineer	Sept 2025 – Present
- Designed and implemented a gRPC-based service architecture within a Red/Black secure system, enabling secure communications and embedded-firmware functionality for tactical radio platforms. - Develop embedded software in C++ for a custom radio platform, contributing to firmware functionality and integration between application software and radio hardware. - Debug, test, and integrate software across desktop applications and embedded systems, ensuring reliable operation of radio devices in field environments. - Develop a Universal Windows Platform (UWP) application using TypeScript, React Native, and C#/.NET to enable communication with tactical radio systems, allowing users to upload configuration data and deploy software updates to field devices. - Build cross-platform UI components using TypeScript and React Native, delivering responsive interfaces for device management and system configuration workflows. - Design and implement application logic and services in C#/.NET to manage device communication, update distribution, and system configuration workflows.	
AstreaX, Tempe, AZ: Full stack Software Engineer	Feb 2025 – Sept 2025
- Developed RESTful APIs in .NET (C#) to support mobile driver's license applications, adhering to clean architecture principles with separated models/entities and repository patterns. - Built and maintained customer-facing dashboards for digital identity management using Angular and custom component libraries, implementing responsive UI based on provided designs. - Integrated third-party authentication services to validate mobile ID credentials, ensuring secure data handling and compliance with government standards. - Worked within Scrum teams using Azure DevOps for sprint planning, ticket tracking, and code reviews to ensure code quality and team alignment. - Contributed to CI/CD pipelines, ensuring seamless deployment and delivery of updates to production environments.	
General Dynamics Missions Systems, Scottsdale AZ: Software Engineering Intern	May 2023 – August 2023
- Implemented software defined radio using C and C++ into proprietary system - Developed decoder and demodulation programs for ADS-B, GOES, and 802.11 waveforms - Deployed code to FPGA boards to test efficiency capabilities by 20%	
Summit Automation, Mesa, AZ: Computer Engineering Intern	June 2022 – Aug 2022
- Developed a custom cable testing apparatus and control module PCB using Cadence. - Used Atmel Studio to develop and implement embedded code for the control board.	
Luminosity Lab (ASU), Tempe, AZ: Embedded Systems Engineer	Feb 2020 – December 2022
- Designed and prototyped electrical circuitry for lunar probe - Researched and developed a alternative modality form for a lunar rover	

TECHNICAL SKILLS

Programming: Python, C++, Typescript, C#, .NET, Angular, SQL, Java, AWS S3

Design and Application: SOLIDWORKS, Arduino, Atmel Studio, Raspberry Pi, Cadence, Tableau

ACADEMIC PROJECTS

Luminosity Lab, VELOS	Feb 2020 – May 2021
Collaborated in a team to design a lunar probe, launching system, and VR experience	
Designed and prototype electronics for the lunar probe (Arduino and C++)	

PATENTS

- Named inventor on Variable Exploratory Lunar Observation System (VELOS) – Patent Pending** September 2020