

John Owolabi Idogun

Software Engineer and Aerospace Systems Technician

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Systems Software Engineer and Aerospace Systems Technician with expertise in backend architecture, distributed systems, and cyber-physical diagnostics. Experienced in Rust, Go, and Python development with a strong foundation in computer systems, networking, and database systems. Currently supporting intermediate-level maintenance and diagnostics for jet engines and FADEC systems.

01 / EDUCATION

Academic Record

- 2026-01-23**
Master of Science (M.S.)
Computer Science
Stony Brook University, Stony Brook, NY
GPA: 3.6/4.0
- 2021-10-20**
Bachelor of Engineering (BEng.)
Computer Engineering
Federal University of Technology, Akure, Nigeria
GPA: 4.65/5.0

02 / PROFESSIONAL EXPERIENCE

Field Record

- 2025-11 → Present · California, USA**
Embedded and Aerospace Systems Technician
United States Department of War
 - Perform advanced third-degree maintenance and diagnostic troubleshooting on high-performance aerospace propulsion systems (F414-GE-400 turbofan).
 - Analyze diagnostic data from Full Authority Digital Engine Control (FADEC) networks to resolve complex hardware-software integration faults.
 - Execute precision non-destructive inspections, including fiber-optic borescoping, to identify microscopic component defects and prevent system failures.
 - Translate digital sensor errors into actionable mechanical repairs, ensuring strict adherence to technical schematics and safety protocols.
- 2023-08 → 2025-05 · Stony Brook, NY**
Graduate Teaching/Research Assistant
Stony Brook University
 - Developed a Python-based benchmarking suite to automate performance analysis of logic and database systems executing recursive queries.
 - Built automated benchmarking pipelines comparing multiple logic and database environments.
 - Contributed to courses including Computer Systems Fundamentals I (CSE 220), Software Engineering (CSE 416), Database Design and Practice (ISE305), and 2D Game Programming (CSE 380).
 - Developed test cases, proctored exams, and graded programming assignments.
- 2021-10 → 2023-10 · Lagos, NG**
Software Engineer
QuickCheck
 - Developed automated systems for loan investigation and reporting, significantly reducing manual processing time.
 - Built loan recovery services integrating multiple agencies and automated reporting pipelines.
 - Automated customer credit-level upgrades improving accuracy and reducing operational errors.

03 / TECHNICAL ARSENAL

Skills

LANGUAGES

Python Rust Golang
C JavaScript TypeScript

FRAMEWORKS

Django Actix Axum
SvelteKit

DATABASES

PostgreSQL DuckDB
Neo4j

COMPETENCIES

Secure backend architecture
API development
System behavior analysis
Automated compliance
Hardware-software diagnostic integration

04 / STRATEGIC OBJECTIVES

Mission Goals

01 Primary Military Goal
Commission as a U.S. Navy Information Warfare Officer (Cyber Warfare Engineer - 1840 or Maritime Cyber Warfare Officer - 1880).

02 Secondary Civilian Goal
Transition into defense or aerospace as an Embedded Systems Engineer or Software Engineer.