jaxpahu@gmail.com
(808) 740-5007

Jaxson Pahukula

Maui, HI
www.jaxsonp.com

Maui-based software engineer with experience in space domain awareness, focused on supporting complex, high-impact systems.

Education

Purdue University, B.S. in Computer Science — **August 2023 – May 2025**
Concentration in systems programming — West Lafayette, IN

Work Experience

KBR, Mission Technology Solutions — **September 2025 – Present**
Associate Software Engineer — *Kihei, HI*

- Maintained operations of a global network of autonomous remote sensors, operating with a high level of ownership across system control software, hardware integration and infrastructure deployment.
- Supported the continuous development of software and data infrastructure for complex, large-scale space domain awareness assets vital to high-impact DoW missions.

United States Space Force, Maui High Performance Computing Center — **Summer 2025**
Software Engineering Intern — *Kihei, HI*

- Independently and collaboratively designed and developed many features and bug-fixes for DoW mission-related software in the area of space domain awareness.

VICEROY Maven Program, Griffiss Institute at AFRL — **Summer 2024**
Research Intern — *Rome, NY*

- Participated in cybersecurity lectures and lessons with various DoW personnel on Air Force and DoW-oriented cyber missions.
- Was selected to represent VICEROY and P3I at the Pentagon in a meeting with HON Shyu (OUSD(R&E)) and met with the offices of Hawai'i's congressmen/women in Washington DC.

Applied Research Laboratory at the University of Hawai'i — **Summer 2023**
Software Engineering Intern — *Kihei, HI*

- Collaborated on a team researching new technologies for portal software for the DoW's vanguard high performance computing center.
- Developed backend software for a mock central administration platform for managing containerized software on servers and swarms with Python, Flask, and Docker.

Data Science Labs, Calculus II — **Jan. 2023 – Dec. 2023**
Lab Instructor — *West Lafayette, IN*

- Taught students to apply concepts from Calculus I and II to basic data science problems in a lab setting using Jupyter notebooks, Python, Raspberry Pis, and various prototyping electronic components.
- Collaborated with other instructors and superiors to develop and refine the course curriculum.

Projects

- **Car Game –** A physics-based, 3D car sandbox in the browser, built on WebGL/WASM with Rust. Features a custom rendering engine and fully hand-made assets/graphics.
- **Circuit Court –** A prize-winning Jackbox-style game where you play as the prosecutor or the defense fighting an AI-generated legal case with an LLM judge, trying to sway its verdict! Made with React, Python and a self-hosted Llama instance in 36 hours for the Boilermake XII hackathon.
- **Cider –** A WIP toy systems programming language/compiler, attempting to marry the ergonomics of modern languages with the simplicity of less-abstracted low-level languages. Compiler written in C++.

Read about these projects and more at jaxsonp.com/projects. Sources on my GitHub.