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MISSION SOFTWARE ENGINEER, VEHICLE SOFTWARE, FRONTEND

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Hiring Manager
Anduril Industries
Costa Mesa, California

Re: Mission Software Engineer, Vehicle Software, Frontend

Dear Hiring Manager:

I am applying for the Mission Software Engineer, Vehicle Software, Frontend position at Anduril in Costa Mesa. The opportunity to build interfaces that help operators interpret sensor data and command physical assets closely matches my work in robotics and shipyard software. I want to contribute where interface decisions affect how people operate a vehicle in the field.

On the Saddleback Mars Rover Team, I co-led ROS 2 autonomy through two competition seasons and built React/TypeScript and Foxglove interfaces for engineers and science-team users. The interface brought streaming telemetry, waypoint commands, and Jetson video together with manual controls. I connected commands to STM32 through Rust and CAN, then worked with teammates during field tests to investigate radio loss and control-mode transitions. My accompanying browser demonstration extends that work into map-based navigation and magnified image viewing, with timed state updates separated from WebGL rendering. The camera view pairs projected sample bounds and range information from the modeled scene with an arm overview. In our rover field work, we also tested stale commands and sensor failures through recorded-data replay and field trials.

At O3 Worldwide, I owned the React/TypeScript frontend for shipbuilding planning, backed by Rust/Python services and a PostgreSQL model of parts, equipment, workers, and task dependencies. I refined role-based workflows with users so planners could review schedules and resolve conflicts involving late materials or unavailable equipment. Historical replay helped evaluate scheduling changes. I also developed FastAPI endpoints and OPC-UA adapters, giving me the ability to investigate problems below the interface. Across shipyards, the shared model brought schedules, orders, and production progress into a common workflow. Event history and tamper-evident audit records preserved changes for users to review. My broader O3 work includes a Rust analyzer for PX4 flight software and a replayable electronic-warfare decision engine, extending my experience into the systems behind operator applications.

At Ibrium Studios, I delivered robotic controls from PCB design through production handoff, traced a control-loop deadline overrun with a logic analyzer and revalidated the timing fix, trained crews, and supported users remotely under production deadlines. Working directly with production crews meant translating control behavior and failure handling into operating procedures they could use under time pressure. I would bring that experience to working with Anduril's end-users during field testing and supporting mission software after deployment.

Anduril is where I want to build my career. I am a U.S. citizen in Irvine, eligible to obtain and maintain a Top Secret clearance, and available for onsite work in Costa Mesa and up to 15% travel. Thank you for your consideration.

Sincerely,



Jahan Khan