

DANIEL TELLIER

Software Engineer — (818)-274-2301 — telldanieljames@gmail.com

EMPLOYMENT

Software Engineer - Cisco Systems

August 2022 - Present

- Developing DevOps tools for firewall software

Software Engineer (Top Secret Clearance) - Northrop Grumman AI&A Team

August 2021 - July 2022

- Designed high performance computing software
- Utilized various tools such as CUDA and MPI

Software Engineer - Northrop Grumman Blackhawk Team

June 2020 - July 2021

- Developed Simulations on the Black Hawk Helicopter in MATLAB
- Utilized Jenkins for testing the flight management system (FMS)
- Enhanced testing of the FMS from 25 hours to 8 hours
- Improved test coverage metrics generation from 12 hours to 15 minutes
- Generated graphs for analyzing the performance of a partition or application

Software Engineer Intern - nFlux AI

Sept. 2019 - May 2020

- Trained robot to learn soccer in 2D simulation using imitation learning
- Robot reached 94% accuracy in scoring goals
- GitHub Link: [Shiva Repository](#)

Software Engineer Intern - CSUN TAVLAB

Aug. 2019 - June 2020

- Designed programming language prototype called Act, later renamed to Proteus for JPL
- **Publication:**
"Towards a Systems Programming Language Designed for Hierarchical State Machines," 2021 IEEE 8th International Conference on Space Mission Challenges for Information Technology (SMC-IT), 2021
- GitHub Link: [Act Repository](#)

Software Engineer Intern - Northrop Grumman

June 2019 - Aug. 2019

- Developed software for aircraft navigational systems to meet current FAA standards
- Designed test scripts to ensure algorithm accuracy
- Auto generated C++ to be utilized in flight critical systems

Software Engineer Intern - Shiva

June 2018 - June 2019

- Utilized machine learning in soccer simulation
- Performed supervised learning on simulation to speed up training time
- Increased experience generation of simulation by 20%
- Developed in Pytorch using Multi-GPU capabilities with CUDA

Software Engineer Intern - Systems Engineering Research Lab

June 2018 - Dec. 2018

- SERL collaborates with the US Air Force and LA Fire Department
- Designed parts of simulation to detect humans in a hazardous building
- Utilized Agile Development to produce software and led Scrum meetings

EDUCATION

CSU Northridge 2015 - 2020

B.S. Computer Science Overall GPA: 3.6

Dean's List Spring 2015, Fall 2015, Fall 2016

Courses Machine Learning, Data Mining, Data Structures, Statistics

SKILLS

Languages C/C++, Python, Java, C#, MySQL, MATLAB, Bash, Tcl

Tools DataGrip, Jenkins, Agile Development, Unity Game Engine, CUDA, SCADE

Cloud Technologies AWS, Google Cloud

Version Control Git, GitHub, ClearCase