DANIEL TELLIER

Software Engineer

(818) 274-2301 — telldanieljames@gmail.com — Los Angeles, CA

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

CLEARANCE

DoD Top Secret *Reinstated: April 1, 2021*

EMPLOYMENT

Northrop Grumman - LA, CA - Software Engineer - AI&A Team August 2021 - Current

· Designing high performance computing software
· Utilizing various tools such as CUDA and MPI

Northrop Grumman - Los Angeles, CA - Software Engineer - Blackhawk Team June 2020 - July 2021

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

nFlux AI - Los Angeles, CA - Software Engineer Intern Sept. 2019 - May 2020

· Trained robot to learn soccer in 2D simulation using imitation learning
· Robot reached 94 percent accuracy in scoring goals
· GitHub Link: Shiva Repository

CSUN TAVLAB - Los Angeles, CA - Software Engineer Intern Aug. 2019 - June 2020

· Designed programming language prototype called Act, later renamed to Proteus for JPL
· Act is meant to simplify the process of writing hierarchical state machines
· GitHub Link: Act Repository

Northrop Grumman - Los Angeles, CA - Software Engineer Intern 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

Shiva - Los Angeles, CA - Software Engineer Intern 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

Systems Engineering Research Lab - Los Angeles, CA - Software Engineer Intern 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
· Graphically represented over 20 features of the simulation

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