

# DANIEL TELLIER

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

## EXPERIENCE

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| <b>Software Engineer - Cisco Systems</b>  | Aug 2022 - Present    |
| · Developing DevOps tools for firewall software   |                       |
| <b>Software Engineer (Top Secret Clearance) - Northrop Grumman AI&amp;A Team</b>  | Aug 2021 - July 2022  |
| · Designed high performance computing software  |                       |
| · Utilized various tools such as CUDA and MPI   |                       |
| <b>Software Engineer - Northrop Grumman Blackhawk Team</b>  | 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  |                       |
| <b>Software Engineer Intern - nFlux AI</b>  | Sept 2019 - May 2020  |
| · Trained robot to learn soccer in 2D simulation using imitation learning   |                       |
| · Robot reached 94% accuracy in scoring goals   |                       |
| · GitHub Link: <a href="#">Shiva Repository</a>   |                       |
| <b>Software Engineer Intern - CSUN TAVLAB</b>   | Aug 2019 - June 2020  |
| · Designed programming language prototype called Act, later renamed to Proteus for JPL  |                       |
| · <b>Publication:</b>   |                       |
| "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: <a href="#">Act Repository</a>   |                       |
| <b>Software Engineer Intern - Northrop Grumman</b>  | 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  |                       |
| <b>Software Engineer Intern - Shiva</b>   | 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   |                       |
| <b>Software Engineer Intern - Systems Engineering Research Lab</b>  | 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

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<b>CSU Northridge</b>	2015 - 2020
<b>B.S. Computer Science</b>	Overall GPA: 3.6
<b>Dean's List</b>	Spring 2015, Fall 2015, Fall 2016
<b>Courses</b>	Machine Learning, Data Mining, Data Structures, Statistics

## SKILLS

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<b>Languages</b>	C/C++, Python, Java, C#, MySQL, MATLAB, Bash, Tcl
<b>Tools</b>	DataGrip, Jenkins, Agile Development, Unity Game Engine, CUDA, SCADE
<b>Cloud Technologies</b>	AWS, Google Cloud
<b>Version Control</b>	Git, GitHub, ClearCase