DANIEL TELLIER

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

EXPERIENCE

Software Engineer - Cisco Systems — Aug 2022 - Present

· Developing DevOps tools for firewall software
· Designed Flask application to automate hotfix development
· Designed Flask application to automate merge conflict reports

Software Engineer (Top Secret Clearance) - Northrop Grumman AI&A Team — Aug 2021 - July 2022

· Developed AI software optimized for high-performance computing using C/C++
· Converted a CPU-only application to a CPU-GPU integrated application
· Designed the application to integrate CUDA and MPI for synchronized operations

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