DANIEL TELLIER

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

EXPERIENCE

Software Engineer - Cisco Systems Aug 2022 - Present

- Crafting DevOps tools to enhance firewall software management
- Collaborate across teams to implement firmware bundling that meets Executive Order 14028
- Developed a Flask app to automate hotfixes, supporting continuous global development
- Created a Flask app to generate merge conflict reports, enhancing cross-team collaboration

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

- Developed AI software optimized for high-performance computing utilizing 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

- Designed soccer simulation utilizing AI and agile development
- 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

EDUCATION

CSU Northridge	2015 - 2020
B.S. Computer Science	Overall GPA: 3.6
Dean's List	Spring 2015, Fall 2015, Fall 2016

SKILLS

Language	Bash, C/C++, C#, CSS, HTML5, Java, Javascript, MATLAB, Perl, Python, Tcl
API	Atlassian, Vault, CUDA, OpenAI, SQL, Flask, Django, Apache, WSGI
Tool	DataGrip, Jenkins, Unity Game Engine, Jira, Confluence, Docker
Cloud Technology	AWS, Google Cloud Platform
Version Control	Git, GitHub, Bitbucket, ClearCase, GitGuardian, Perforce