

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
Operating Systems	Linux, Windows

CLEARANCE

DoD Top Secret

Reinstated: April 1, 2021

EMPLOYMENT

Northrop Grumman - Los Angeles, CA - Software Engineer June 2020 - Current

- Developing Simulations on the Black Hawk Helicopter in MATLAB
- Modeling tests in SCADE for the Black Hawk
- Utilized Jenkins to automate the official testing for all test harnesses on the Black Hawk
- Automated the official testing for the flight management system (FMS) on the Black Hawk
- Improved the official testing of the FMS from 25 hours to 8 hours
- Organized the FMS test script library
- 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 Proteus for JPL
- Proteus is meant to simplify the process of writing hierarchical state machines

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