DANIEL TELLIER

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

SKILLS

Languages	C/C++, Python, Java, C#, MySQL, MATLAB, Bash
Tools	DataGrip, Agile Development, VSCode, Visual Studio, Unity Game Engine
Cloud Technologies	AWS, Google Cloud
Version Control	Git, GitHub
Operating Systems	Linux, Windows

EMPLOYMENT

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

- Applying reinforcement learning to multi-learner pipeline
- Training robots to learn soccer in 2D simulation
- Implementing imitation learning to speed up training time

Testing and Validation Lab - Los Angeles, CA Aug. 2019 - Current
Computer Science Researcher

- Testing various algorithms to evaluate robustness in neural networks

Northrop Grumman - Los Angeles, CA June 2019 - Aug. 2019
Software Engineer Intern

- 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 June 2018 - June 2019
Software Engineer Intern

- Utilized machine learning in soccer simulation
- Performed supervised learning on simulation to speed up training time
- Increased experience generation of simulation by 20%

Systems Engineering Research Lab - Los Angeles, CA June 2018 - Dec. 2018
Software Engineer Intern

- 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 *Jan. 2015 - May 2020*
B.S. Computer Science Overall GPA: 3.58
Dean's List Spring 2015, Fall 2015, Fall 2016
Courses Machine Learning, Data Mining, Data Structures, Statistics

PROJECTS

Galana Jan. 2019 - May 2019

- Utilized transfer learning to train neural networks to identify galaxies
- Developed convolutional neural networks using Keras and Tensorflow
- Reached an accuracy of over 90% in terms of classifying galaxies

Valley Hackathon II Sept. 2016

- Organized 4 members to develop voting app prototype in 5 hours
- Presented application prototype to panel of judges