

Daniel Lopez

Senior Software Engineer; Full Stack and Dev Ops

DanielLopez123456789@gmail.com

775-376-2407

github.com/TennisGazelle

linkedin.com/in/tennisgazelle

Experience

Senior Software Engineer

Simple Rose Inc. High Performance Computing Startup
St. Louis, MO (Remote); Mar 2023 – Present

- ❑ Designed and maintained GitHub Actions workflows for multiple repos, standardized CI/CD streamlining releases, and am constantly enforcing best practices in automation and code quality.
- ❑ Created custom PR Comment driven workflows dynamically creating cloud compute resources for thorough, cloud testing of distributed software, eliminating hours of manual setup for developers
- ❑ Design and implemented RDS DB and corresponding SDK for saving analytical benchmarks measuring company flagship product

Senior DevOps Engineer

SkyHive AI, Workforce Reskilling Startup
Toronto, Ontario, Canada (Remote); Nov. 2022 – Feb. 2023

- ❑ Architected a alerting system to dynamically create logging pipelines for any EC2 instance, funneling all CloudWatch, MongoDB alerts to Slack
- ❑ Developed an extensible DevOps CLI for pipelines, eliminating the need for expensive third party alerting software

Software Engineer

NoCap Shows, Online Concert Experience Startup
Malibu, CA (Remote); Aug. 2021 – Nov. 2022

- ❑ Standardized deployments and release engineering using Github Actions and GCP
- ❑ Developed features for streaming website including chat system, ticket purchasing systems, and dynamic branding in a fast paced environment
- ❑ Stood up and maintained new APIs that scales and adapts to unstandardized data

Software Engineer 2 / Software Engineer 1

Intuit, Turbo Tax
San Diego, CA; Aug. 2018 – Jul. 2021

- ❑ Gained extensive experience in setting up Jenkins pipelines and developing Jenkins plugins
- ❑ Developed microservice templating and vending systems for front-end and back-end languages and frameworks
- ❑ Led Git hooks project, enabling automated task progress reporting for company wide usage and saving hours of developer task management
- ❑ Designed and Developed internal website for proprietary language intellisense service, enabling Tax Developers to develop faster than ever

Publications

Avaler's Adventure (2017)

Therapeutic Game for Speech Pathology Dept. at University of Nevada, Reno
Catherine R. Pollock, Daniel A. Lopez, et al. (2017) "Avaler's Adventure: An Open Source Game for Dysphagia Therapy", Proceedings of the ISCA 26th International Conference on Software Engineering and Data Engineering (SEDE 2017)

Capsule Network Optimization (2018-2019)

Paper derived from Thesis work; building Capsule Networks in raw CUDA
Lopez, D. A., Wu, R., Barford, L., & Harris, F.C. (2019) A Memory Layout for Dynamically Routed Capsule Layers. In 16th International Conference on Information Technology New Generations (ITNG 2019) (pp. 317-324)

Education

University of Nevada, Reno: Reno, NV

Graduated:

Aug 2013 – May 2018;

Degrees: Masters of Computer Science; Bachelors of Computer Science and Engineering

Minors: Mathematics

Thesis: Evolving GPU Accelerated Capsule Networks

Focuses: Multi CPU/GPU programming, Graphics Engines, Neural Network Architecture, Capsule Network Optimization

TA Experience: Computer Graphics Engines (2016, 2017)

Interests and Hobbies

Orchestral Composition

Have 3 published orchestral singles on music streaming sites, one staged for release

3d Modeling

Made custom models for Official Burning Man VR exhibit