

Daniel Lopez

Full stack Software and DevOps/Release Engineer

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EDUCATION

University of Nevada, Reno

Masters of Computer Science

Class of 2018



University of Nevada, Reno

Reno, NV

Thesis: *Evolving GPU Accelerated Capsule Networks*
Focuses included: Multi CPU/GPU programming, Graphics Engines, Neural Network Architecture, Capsule Network Optimization

Bachelors of Computer Science and Engineering

Minor in Mathematics

2x T.A. in Graphics Engine Implementation Courses

Class of 2017

Reno, NV

WORK EXPERIENCE

SkyHive AI

Senior DevOps Engineer

Workforce Intelligence and Reskilling Start Up
11/2022 - 02/2023

Toronto, Ontario, Canada

- Architected a robust alerting system to dynamically create and funnel all CloudWatch, MongoDB alerts to 3rd party services
- Developed an extensible DevOps CLI specific to the ecosystem

Contact: Charles Marker - charles@skyhive.io



SkyHive

Unleashing Human Potential

NoCap Shows

Software Engineer

Online Concert Streaming Services Start Up
08/2021 - 11/2022

Malibu, CA

- Standardized deployments and release engineering across full stack using Github Actions and GCP
- Fast paced iterative development on video streaming website and internal tools
- Stood up and maintained new APIs that scales and adapts to unstandardized data
- Occasional TikTok Promoter

Contact: Josh Smallman - js@nocapshows.com



Intuit

Software Engineer 2

Turbo Tax, Consumer Group
01/2020 - 07/2021

San Diego, CA

- Gained extensive experience in setting up Jenkins pipelines and developing Jenkins plugins
- Templatized Dockerfiles and other deployment files for ease of generation
- Led project aimed at enhancing developer Git hooks for automated task progress management

Contact: Kathiravan Tamilvanan - kathiravan_tamilvanan@intuit.com



Software Engineer 1

Turbo Tax, Consumer Group
08/2018 - 01/2020

San Diego, CA

- Worked on internal tools team for proprietary language support.
- Enhanced automation for generation of back-end microservices and UI projects.
- Developing Dev Productivity Tools including customized Git hooks and artifact deployment.

Contact: Kathiravan Tamilvanan - kathiravan_tamilvanan@intuit.com

SKILLS

Professional

Highly Competent

Java + Springboot

Node.js + React

Python + Flask

Github Actions

Jenkins

Docker

Dev Ops

GCP

AWS

Elasticsearch/Kibana

Violinist

Pianist

Open GL

CUDA

MPI

Orchestral Composition

3D Modeling/Texturing

Voice Acting

Blender

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)

Today I Will Fly (2020)

Original Composition for a YouTube Original

Daniel Lopez, *Orchestral Score*. "Create Together #WithMe", *YouTube Originals*, HitRecord series, S1 E4, "Today I Will Fly" (Cold Open)

LANGUAGES AND EXPERIENCES

ENGLISH	■■■■■■■■■■	JS/TS	■■■■■■■■■■□□
SPANISH	■■■■■■■■■■	Java	■■■■■■■■■■□□
FRENCH	■■■■■■□□□□	Python	■■■■■■■■□□□□
		C++	■■■■■■■■■■□□
		Golang	■■■■□□□□□□