Daniel Lopez

Full stack Software and DevOps/Release Engineer

"I turn caffeine into code"



EDUCATION

University of Nevada, Reno

Masters of Computer Science

Class of 2018



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

NoCap Shows

Software Engineer

Online Concert Streaming Services 08/2021 - Present

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
- Occasional Tiktoker

Contact: Josh Smallman - is@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 - <u>kathiravan_tamilvanan@intuit.com</u>

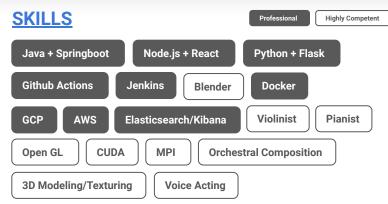
Software Engineer 1

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



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 Iternational 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	