

# Daniel Lopez

Full stack Software and DevOps/Release Engineer

"I turn caffeine into code"

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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

### NoCap Shows

Software Engineer

Online Concert Streaming Services

08/2021 - Present

- 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 Tiktok

Contact: Josh Smallman - [js@nocapshows.com](mailto:js@nocapshows.com)



Malibu, CA

### Intuit

Software Engineer 2

Turbo Tax, Consumer Group

01/2020 - 07/2021

- 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](mailto:kathiravan_tamilvanan@intuit.com)



San Diego, CA

### Software Engineer 1

Turbo Tax, Consumer Group

08/2018 - 01/2020

- 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](mailto:kathiravan_tamilvanan@intuit.com)

## SKILLS

Professional

Highly Competent

Java + Springboot

Node.js + React

Python + Flask

Github Actions

Jenkins

Blender

Docker

GCP

AWS

Elasticsearch/Kibana

Violinist

Pianist

Open GL

CUDA

MPI

Orchestral Composition

3D Modeling/Texturing

Voice Acting

## 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

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JS/TS

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SPANISH

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Java

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FRENCH

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Python

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C++

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Golang

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