Daniel Lopez

Software and DevOps Engineer

I type for a living. I create to live it.

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WORK EXPERIENCE

Software Engineer 2
Intuit - Turbo Tax

01/2020 - Present   *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: Kate Hawrylo - kate_hawrylo@intuit.com

Software Engineer 1
Intuit - Turbo Tax

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: Anant Saxena and Jason Polk - anant_saxena@intuit.com

Software Engineering and DevOps Intern
Intuit - Turbo Tax

05/2017 - 08/2017   *San Diego, CA*

– Gained troubleshooting mindset to be able to tackle problems in unfamiliar languages/environments.

– Exposed to new tech: **React+Redux**, **Java** with **Springboot**.

– Worked in an Agile Scrum Environment with periodic mob programming.

Contact: Jason Polk - jason_polk@intuit.com

Software Engineering Intern
Intuit - Quickbooks

06/2016 - 08/2016   *Reno, NV*

– Monitored REST endpoint and batch job performance metrics with **New Relic APM.**

– Gained practical experience with **Groovy on Grails** and **Hibernate** Database Queries.

– Established proficiency with basic dev tools (Git, Bash, Jira, Jenkins)

Contact: Madhu Midha - madhu_midha@intuit.com

EDUCATION

Masters of Science in Computer Science
University of Nevada, Reno

08/2017 - 08/2018   *Reno, NV*

Bachelors of Science in Computer Science
University of Nevada, Reno

08/2013 - 05/2017   *Reno, NV*

SKILLS

Java   C++   Docker   Python   Blender

Jenkins   AWS   Groovy   OpenGL

Elasticsearch/Kibana   CUDA   MPI

PUBLICATIONS

Avaler's Adventure (2017)
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)
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). Springer, Cham.

Score for "Today I will Fly" (Short) (06/2020)
"Create Together #WithMe", HitRecord, S1 - E4, "Today I will Fly" (Short), Youtube Original

LANGUAGES AND EXPERIENCE

English	●●●●●
Spanish	●●●●○
French	●●○○○
C++	●●●●○
Java	●●●●●
Python	●●●●○
Golang	●○○○○

INTERESTS

Orchestral Composition   Violinist   Pianist

Video and Film Production   3D Modeling

Voice Acting