Daniel Gonzalez

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Education:

California State University, Sacramento — Spring 2021
Bachelor of Science in Computer Engineering & Minor in Mathematics
California Polytechnic State University, San Luis Obispo — Spring 2024
Master of Science in Computer Science — GPA: 3.5

Knowledge and Skills:

- Languages: Python3, TypeScript, SQL, Java, C++, PowerShell, C, Verilog, SystemVerilog, VHDL, x86 Assembly
- Software and OS: GDB, Git, Docker, Kubernetes, Linux, MySQL, PostgreSQL, JIRA, Confluence, AWS CLI/S3/RDS

Work Experience:

Cisco Systems, San Francisco - *Senior Software Engineer* — **May 2021 – Current**

- Engineered and maintained GitOps solutions w/Flux, ensuring reliable deployment processes for 1000+ services
- Maintained an instance of Backstage deployed with Terraform, Kubernetes, and Splunk for observability.
- Developed internal tooling for Backstage, allowing automatic registration and configuration of 1200 services along with corresponding Grafana, K8s, and CI/CD resources, and users through a custom Okta authentication system, significantly reducing manual effort and improving operational efficiency across the organization.
- Automated an End-User License Agreement plugin in Kotlin to ensure up-to-date legal language per codebase
- Created a proxy and library wrapper for feature flag management, supporting LaunchDarkly in Java/JavaScript

Intel Corporation, Folsom - *Hardware Engineering Co-Op* — **August 2020 – March 2021**

- Worked on Xeon CPU Issue involving delayed HTTPS workloads using redcover tools and performance analytics
- Automated documentation process by retrieving ticket data from CPU Debugging DB from a user inputted ID
- Generated SVO (Subject/Predicate/Object) graph comparisons between CPU technical articles with spaCy
- Supported PCH Chapters of upcoming Xeon CPU Fishhawk Falls requiring technical/collaborative insight

Lockheed Martin, New Jersey - *Systems Engineering Intern* ***[Classified Secret]*** — **June 2020 – August 2020**

- Supported AEGIS Weapon Combat System Baseline 10 Missile team, emphasis on C++/GIT/GDB/Linux/Python3
- Refactored geometry outputs for AAW/BMD missile threats, utilizing new output manager, removing 350+ lines
- Implemented change requests to add accuracy in Probability Matrix during missile acquisitions in Simulation
- Debugged and troubleshot discrepancies in tactical vs simulated data by using GDB in C++ code base

SMUD, Sacramento - *API Development Intern* — **April 2020 – June 2020**

- Engineered RESTful API for GIS (Geographical Information System) to SAP using software AG designer(Eclipse IDE)
- Dev work emphasized GIT, JDBC, SQL, Postmates for API testing, SCRUM framework, and weekly sprints

SMUD, Sacramento - *Information Technology Applications Intern* — **May 2019 – April 2020**

- Developed PS scripts in order to automate tasks which involved SharePoint/Security Tools/Excel/Outlook Mail
- Used PS to assist on SharePoint migration by automating metalogix tools for 900+ sites, wrote HTML/JS Snippets

CounterTack Inc, Rancho Cordova - *CounterTack DevOps Intern* — **May 2019 – Aug 2019**

- Worked alongside DevOps engineer in order to automate and test processes through Packer and VirtualBox
- Grew and developed familiarity with VM provisioning by writing installation preset software through JSON

Projects:

Urban Forest Ecosystems Institute at Cal Poly - System Architect — **May 2022 – Current**

- Designed system architecture and compliance requirements for services on ufei.calpoly.edu with AWS/GH Actions supporting 50k monthly users, serving the largest tree database in the world (3000+ species, 50 million trees).
- Mentored and guided 10+ engineering students by creating GitHub tasks, system specifications, onboarding documentation, and reviewing code pull requests, fostering a collaborative and educational environment.
- Implemented database schemas and API specifications for RUFA (Urban Assessment Tool), enabling efficient data collection, analysis, and visualization of urban green space metrics for city planners and policymakers.

Project Athena Quadrapendel Objection Detection System - *Technical Lead* — **Aug 2020 – May 2021**

- Worked on Quadrupedal Objection Detection System controlled via Apache WebService and supported by TFLite
- Developed embedded system communications between PCA9685, IMU Sensors, and Jetson Xavier NX in C++
- Utilized HTML/CSS Bootstrap to create UI to invoke different servos/motors per user input and display RTP Stream