

DANIEL GONZALEZ

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EDUCATION

California Polytechnic State University, San Luis Obispo

Master of Science in Computer Science

Spring 2024

GPA: 3.5

California State University, Sacramento

Bachelor of Science in Computer Engineering & Minor in Mathematics

Spring 2021

TECHNICAL 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

American Express

Backend Software Engineer

Jan 2025 – Current

Phoenix, AZ

- Built a dispatching system to distribute transactional data to various systems in gRPC/HTTP w/Couchbase + Kafka
- Re-vamped the development workstream to reduce build times by 20% and introduce a custom file BPMN editor
- Created E2E testing payload tools, requiring compliance with Luhn's algorithm and multi-key database relations

Cisco Systems

Senior Software Engineer

May 2021 – Jan 2025

San Francisco, CA

- Engineered and maintained GitOps solutions w/Flux, ensuring reliable deployment processes for 1000+ services
- 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
- Created a proxy and library wrapper for feature flag management, supporting LaunchDarkly in Java/JavaScript

Intel Corporation

Hardware Engineering Co-Op

August 2020 – March 2021

Folsom, CA

- 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

Systems Engineering Intern [Classified Secret]

June 2020 – August 2020

Moorestown, NJ

- Supported AEGIS Weapon Combat System Baseline 10 Missile team, emphasis on C++/GIT/GDB/Linux/Python3
- Implemented change requests to add accuracy in Probability Matrix during missile acquisitions in Simulation
- Debugged and troubleshooted discrepancies in tactical vs simulated data by using GDB in C++ code base

SMUD

API Development Intern

May 2019 – June 2020

Sacramento, CA

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

PROJECTS

Urban Forest Ecosystems Institute at Cal Poly

May 2022 – Current

- Designed system architecture and compliance requirements for services on ufe.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