12009 Cedar Ave. Unit B

Hawthorne, Ca 90250

**Danny C. Padilla**

dannypadilla.github.io

(323) 327-3023

dpadilla010@gmail.com

**EDUCATION**

Los Angeles, Ca

**California State University, Los Angeles**

Fall 2015 – May 2018

* B.S in Computer Science, May 2018
* *Electives*: Artificial Intelligence, Concurrent and Distributed Programming, Cryptography, Data Science, and Robotics

**EMPLOYMENT**

Software Engineer II

**Raytheon Technologies**  El Segundo, Ca

February 2019 – Present

* Develop software for radar sensors.
* Design and develop a metrics visualization tool for data analysis.
* DoD Secret clearance level.

Instructional Student Assistant for Computer Science

**California State University, Los Angeles**

Fall 2016 – Spring 2017

* Provide supplementary instruction and assistance to students for various computer science courses.
* Evaluate student skill set and provide help to clarify concepts.

Configuration Controller

**Pacific Contours** – Anaheim, Ca

2008 – 2013

* Build EBOM/MBOM and parts list configurations in Epicor ERP System.
* Maintain company website; upload photographs, documents, and profile updates.

**LANGUAGES AND TECHNOLOGIES**

* Java, Python, Javascript, C, MySQL, HTML/CSS; MEAN Stack, Flask; OpenCV, scikit-learn, Numpy, and Pandas
* MacOS; Ubuntu, RedHat7, Centos7; Windows 10; Visual Studio, VSCode, Eclipse, Pycharm; emacs
* Docker, Jenkins, Artifactory, VMWare, git
* Fluent in English and Spanish

**TECHNICAL EXPERIENCE**

**Projects**

* **Robosub 2018** – Computer Vision Lead – *Robonation: Autonomous Underwater Vehicle Robotics Competition.*
  + Design and develop the object-detection software architecture.
  + Use machine learning and computer vision to detect underwater objects using Python and OpenCV.
  + Develop preprocessing techniques and tools to achieve higher detection accuracy and minimize computation.
* **Lupita’s Café** – Point of Sale (POS) software tracks finances and inventory for selling beverages in a night club.
  + Design and develop a touch screen graphical user interface (GUI) using JavaFX.
  + Modeled from the ground up using object-oriented principles.
* **Image-Cropper-GUI** – Tool for cropping and labeling training images for machine learning applications.
  + Implemented in Python using OpenCV’s high level GUI API.
  + Store cropped images to disk along with a log file with coordinates and label classification.

**ADDITIONAL EXPERIENCE AND AWARDS**

* **Association for Computing Machinery** – *California State University, Los Angeles*

Spring 2016 – Spring 2017

* + Executive Council Member (*Fall 2016 – Spring 2017*)
    - Teach and assist in coding workshops, planning events, and meetings.
  + ACM Member of the Quarter Award - *Spring 2016*
  + ACM Picade - *Spring 2016*
    - Outfit a team-built arcade cabinet with a Raspberry Pi 3, two arcade sticks, monitor, and speakers.
    - RetroPi was the platform used for student to develop, create, and upload games.
  + ACM Magic Mirror – *Spring 2017*
    - Install a personal assistant mirror with a Raspberry Pi 3 and supported open-source software.
    - Demonstrate to students and members how software and hardware collaborate.