DANIEL TORRES

Bakersfield, CA | (661) - 910 - 1063 | <u>D_Torres39@outlook.com</u> | <u>https://www.dtorresml.tech</u> Software Engineer with extensive experience in the oil industry. Experience with Linux, TCP/IP networking, C++, and machine learning models. Motivated and results-oriented, with a proven track record of success in building, testing, and maintaining software systems. Seeking a challenging position where I can use my experience to make a significant impact.

Education

California State University, Bakersfield

Bakersfield, CA

Bachelor of Science, Computer Science

04/2019 — 05/2023

Related Course work: Software Engineering, Data Structures and Algorithms, Programming Languages, Algorithm Analysis, Computer Networks, Operating Systems, Database Systems, Artificial Intelligence, Vulnerability Analysis

Skills

Programming Languages: Python, C++/C, Perl, PHP, Assembly, Power Shell, SQL, OpenGL, JavaScript Experience with: Windows/Mac OS/Linux, Industrial Automation, Network protocols, cyber security, Version Control (Git)

Experience

Jaco Oil Company

Bakersfield, CA

Information Technology Intern

08/2023 — Present

- Successfully configured 20 servers running virtual machines used to modernize infrastructure at convenience stores.
- Automated Microsoft Database Mail using SQL to notify employees of completion of tasks resulting in managers being more aware of what tasks have been completed based on database information.
- Resolved an issue using application logs where an individual was unable to submit tickets to our ticketing system.

Kern Health Systems

Bakersfield, CA

Cyber Security Intern

05/2023 - 08/2023

- Monitored network interactions, gaining exposure to network protocols and using network analysis tools (Fortigate).
- Proactively learned new software technologies quickly to adapt to evolving cybersecurity threats and challenges.
- Created a network scanner with Python to identify potential points of intrusion and potential vulnerabilities.

California Resources Corporation

Bakersfield, CA

Data Automation Specialist Intern

05/2022 — 11/2022

- Automated the collection of more than 1 million+ rows of telemetry data using PowerShell scripting, resulting in a significant improvement in the efficiency of the data collection process.
- Created SQL queries to clean and maintain a constant flow of data, ensuring data was accurate and consistent.
 - Documented flow of the code using flowchart symbols resulting in the code being easier to understand and maintain.

California Resources Corporation

Bakersfield, CA

Engineering Tech Assistant

05/2021 — 05/2022

- Used Excel to calculate well cement calculations, making decisions based on logic, ensuring calculation integrity.
- Reviewed documentation to find relevant information on oil wells, increasing my knowledge of the industry and improving my ability to understand and solve problems.
- Inserted formulas in Excel to automate tasks, resulting in more efficient use of time and resources.

Computer Science Department

Bakersfield, CA 01/2021 — 12/2022

Instructional Student Aid

- Helped students understand abstract programming concepts in C++, using my own knowledge and experience to explain complex topics in a clear and concise way.
- Graded up to 30 student labs and homework assignments, providing constructive feedback that helped students improve their understanding of the material.
- Reviewed and advised students on programming practices, helping them develop good habits for future careers.

Relevant Projects – CSU Bakersfield

Senior Project | Core Analyzer | Python, TensorFlow

08/2023 - Present

- Trained a convolutional neural network(CNN) on a dataset of core rock images to classify and produce regression values for oil saturation.
- Evaluated the performance and found that it achieved 80%+ accuracy on classification and regression tasks.
- Results demonstrate the potential of using CNN's to improve the efficiency and accuracy of oil exploration.

Software Engineering | Cosmotost | OpenGL, C++

02/2023 - 05/2023

- Gathered requirements to develop and design graphic-based game using OpenGL and C++.
- Used Kan Ban methodology to develop and maintain both software and responsibilities.
- Game includes time functions, score/life bars, settings, and key binding instructions.

Database Systems | PayPool | HTML, CSS, PHP, MariaDB, SQL

08/2022 - 12/2022

- Pay pool web application used to keep track of transactions on any trip.
- Designed Entity Relation Model for Database.
- Users assigned profiles and can access multiple views of the application depending on who they are.