




Dennys Morales

CONTACT

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EDUCATION

Carnegie Mellon University, Class of 2016
B.S. Mechanical Engineering

SKILLS

Back End Python, C#, PHP, Django, Node.js, Express
Databases PostgreSQL, MongoDB, MS SQL Server, MySQL
Frameworks and Technologies .NET, Git, Bootstrap, Angular, MATLAB, PyQt, TensorFlow, Redis, RabbitMQ, Elasticsearch, Kafka, Kubernetes
Front End HTML, CSS, JavaScript, TypeScript, Selenium
Cloud EC2, S3, Lambda, API Gateway, DynamoDB, RDS

Languages English, Spanish

RELEVANT COURSES

University of California Berkeley
• Software Design Patterns – Spring 2021

University of California San Diego
• Practicum for Deep Neural Networks – Winter 2020

Santa Monica College
• PHP Programming – Summer 2018
• Internet Programming – Summer 2018
• Database Essentials in AWS – Fall 2019
• Engines in AWS – Spring 2019
• C++ Programming – Spring 2019

Carnegie Mellon University
• Principals of Computing – Fall 2014
• Numerical Methods – Spring 2015

WORK EXPERIENCE

Lytx Software Engineer
June 2019 - Present | San Diego, CA

- Part of a full stack agile team that develops a driver safety fleet management application using C#, MS SQL Server, and Angular
- Moved an entire application's caching system from NCache to Redis
- Managed queue consumer services that consume over 20 million messages per week published from RabbitMQ and Kafka
- Rapidly prototyped, deployed, and tested new scalable production services and user interfaces that use real-time data collected from over 1 million vehicles for an application that gets over 15 million transactions per week

MAPIR Software Engineer
June 2018 – June 2019 | San Diego, CA

- Developed a desktop application in PyQt for the processing of aerial and surveying images captured by drones used by 1000+ customers
- Designed algorithms (using OpenCV) for camera calibration, vignetting, color correction, file conversion, and debayering
- Designed and developed prototype; moving the desktop app to cloud based architecture and infrastructure using AWS and the MEAN stack

Second Spectrum Software Engineering Intern (Data Team)
June 2017 - November 2017 | Los Angeles, CA

- Built system in Python for normalizing, evaluating, and correcting play-by-play from 10+ soccer teams in the Premier League, Bundesliga, and MLS
- Developed a GUI that uses a Postgres database and determines the quality and efficiency of QA
- Managed ETL pipelines – parsed large data sets received in XML, JSON, CSV, and binary and uploaded them to AWS