Gavin Sonne
Software Developer

Contact

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- Bay Area, CA
- **in** gsonne
- neuroslice

Skills

Languages

JavaScript, Python
Java, C++
HTML & CSS

Tools

React, Node.js, D3
Bootstrap, Jekyll
Git, UNIX & Linux
Apache Cordova
Android Studio

General

Software Engineering
Front End Development
Data Visualization
Native App Development
Data Manipulation
Geomapping
Mobile App Development
Game Development
Technical Writing

Education

2015–2017	**Bachelor's** of Computer Science	University of California, Santa Cruz

Experience

2018 — MOSS LANDING MARINE LABORATORY — Moss Landing, California
Help Desk Administrator, IT Department
- Manage three student techs and evaluate and assign them Tier 1 support tickets. Resolve Tier 2 tickets. Escalate Tier 3 tickets to superiors.
- Currently Designing a Revamp of the Pub Data Server of Oxygen Sensors to as a Data Visualization with the D3 Data Visualization Library.

2016 — UC SANTA CRUZ — Santa Cruz, California
Research Assistant, Psychology Lab
- Project goal was to design an interface using a Kinect to display what a child was saying and doing to assist with early childhood reading skills.
- Implemented speech to text recognition with the SoundHound API.
- Assisted other researchers with the live text display of body movements with a Microsoft Kinect.

2015 — LAWRENCE LIVERMORE NATIONAL LABORATORY — Livermore, California
Intern, Computation Division
- Improved the simulation data pipeline by designing an interface to convert CSV simulation data into the Hierarchical Data Format (HDF5), significantly improving data efficiency. Reduced data overhead by 75
- Research Poster: "Improving Simulation Data Processing Pipeline"

2014 — NASA AMES RESEARCH CENTER — Mountain View, California
Intern, Intelligent Systems Division
- Developed an iOS application which performed a psychophysical vision test allowing mobile device calibration using human subjects.

2013 — NAVAL POSTGRADUATE SCHOOL — Monterey, California
Intern, Digital Evaluation and Exploitation Lab
- Significantly improved a classification tool that analyzed file extension types on the U.S. Navy's digital forensics data corpus.

Projects

2018 — PORTFOLIO — Personal Project
Portfolio Site.

2017 — DRAGON CIRCLE — Introduction to Agile & Scrum Software Development
Video Teleconferencing Web Application for Tabletop Role Playing Games.

2017 — CALIFORNIA WILDFIRES — Data Programming & Visualization
Geomapping Data Visualization of the History of Wildfires in California.

Awards

2014 — BEST OVERALL APP — California State University, Monterey Bay
Team Leader
Awarded Best Overall App, Ideas of March Hackathon.