

Gavin Sonne

Software Engineer

Contact

🌐 gsonne.io
✉ gavin@gsonne.io
☎ (831) 269 2260
📍 Sacramento, CA
in gsonne
🔊 neuroslice

Skills

Languages

TypeScript, JavaScript
Java, C++
Python

Tools & Frameworks

React, Material UI
Java Spring, PL/SQL
Gatsby.js, D3
Git, UNIX/Linux

General

Front End Dev
Full Stack Dev
Software Engineering
Data Visualization
Documentation
Agile/Scrum

Experience

- | | | |
|------------------------|---|---------------------------|
| Dec 2022
to Present | GLOBAL CONNECTIONS TO EMPLOYMENT (GCE)
Software Engineer , <i>Department of Defense Agency</i>
• Part of a fast paced Agile team to develop a React Application as part of a critically important Defense Product.
• Hired at a critically important time: 6 Months before first release of our application: Iterating fast, break, fix, repeat.
• Participate in biweekly meetings with our customer, where I (and my colleagues) do live demos of a new feature+ every meeting.
• Develop very fast teamwide but with best practices: Unit Testing, Puppeteer Automated Testing, Etc. Test coverage is important.
• Act as a morale leader on my team, boosting team spirit and collaboration, resulting in improved team productivity.
• Technologies: TypeScript, React, Material UI, Java Spring, Node.js, GitLab, Artifactory, JIRA, Confluence | Remote |
| 2022 | PEBBLE BEACH COMPANY
Technical Support Specialist , <i>IT Department</i>
• Provided phone, remote, and field support for at least 700 endpoints, including POS systems, TVs, and Windows boxes/laptops. | Pebble Beach, California |
| 2021
to 2022 | DEVINE CONSULTING
IT Specialist , <i>Institute for Security Governance, DSCA</i>
• Lone support person for DoD organization consisting of 90 people worldwide. | Monterey, California |
| 2018
to 2020 | SAN JOSE STATE UNIVERSITY
Help Desk Administrator , <i>IT Group, Moss Landing Marine Laboratories</i>
• Architected a major revamp of the Public Data Portal. Made it modern and responsive with CSS, Bootstrap, and PHP. | Moss Landing, California |
| Summer
2015 | LAWRENCE LIVERMORE NATIONAL LABORATORY
Intern , <i>Computation Division</i>
• Refined 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" | Livermore, California |
| Summer
2014 | NASA AMES RESEARCH CENTER
Intern , <i>Intelligent Systems Division</i>
• Designed an iOS application which performed a psychophysical vision test allowing mobile device calibration using human subjects. | Mountain View, California |
| Summer
2013 | NAVAL POSTGRADUATE SCHOOL
Intern , <i>Digital Evaluation and Exploitation Lab</i>
• Upgraded a classification tool for analysis of file extension types for digital forensics research. Increased coverage by at least 50%. Utilized the web-scraping power of Python and Regular Expressions. | Monterey, California |

Education

2017	Bachelor's of Computer Science	University of California, Santa Cruz
------	---------------------------------------	--------------------------------------