Gavin Sonne

Software Engineer

Contact

🌐 gsonne.io
✉ gavin@gsonne.io
📞 (831) 269 2260
📍 Salinas, 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)** · Remote
Software Engineer, *Defense Counterintelligence and Security Agency*
- 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

2022 — **PEBBLE BEACH COMPANY** · Pebble Beach, California
Technical Support Specialist, *IT Department*
- Provided phone, remote, and field support for at least 700 endpoints, including POS systems, TVs, and Windows boxes/laptops.

2021 to 2022 — **DEVINE CONSULTING** · Monterey, California
IT Specialist, *Institute for Security Governance, DSCA*
- Lone support person for DoD organization consisting of 90 people worldwide.

2018 to 2020 — **SAN JOSE STATE UNIVERSITY** · Moss Landing, California
Help Desk Administrator, *IT Group, Moss Landing Marine Laboratories*
- Architected a major revamp of the Public Data Portal. Made it modern and responsive with CSS, Bootstrap, and PHP.

Summer 2015 — **LAWRENCE LIVERMORE NATIONAL LABORATORY** · Livermore, California
Intern, *Computation Division*
- 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"

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

Summer 2013 — **NAVAL POSTGRADUATE SCHOOL** · Monterey, California
Intern, *Digital Evaluation and Exploitation Lab*
- 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.

Education

2017 — **Bachelor's** of Computer Science · University of California, Santa Cruz