







Gavin Sonne

Software Developer

Contact

 neuroslice.github.io
 gavin.j.sonne@gmail.com
 (831) 269 2260
 Salinas, CA
 gsonne
 neuroslice

Skills

Languages

JavaScript, Python
Java, C++
HTML & CSS

Tools

React, Node.js, D3.js
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

- 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
 - Evaluated Conduit, a lab-developed library, for improved simulation I/O and data exchange.
 - 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 and Resume Website.
- 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.
- 2016 **SPACE CRUZ** Personal Project
Web-based Sci-Fi Text Adventure Game.

Awards

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