Gavin Sonne

Software Developer

Contact

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Seaside, CA
gsonne

Skills

Languages

JavaScript, Python
Java, C++, PHP
HTML/CSS

Tools & Frameworks

React, Node.js, D3
Bootstrap, Jekyll
Gatsby.js
Git, UNIX/Linux
Docker, Composer
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
Agile/Scrum

Education

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

Experience

May 2018 to Dec 2019 — **MOSS LANDING MARINE LABORATORIES** — Moss Landing, California

Help Desk Administrator, *IT Group*

- Revamped the MLML Public Data Portal, Modernizing it with CSS, Bootstrap, and PHP.
- Migrated the entire MLML Knowledge Base from phpBB to BookStack, after performing exhaustive research on KB platforms.
- Performed a full export of the MLML Research Library Digital Repository for the purposes of platform migration.
- Designed, Manipulated, and Updated Sites, Pages, and Posts in Wordpress across MLML's web presence.
- Wrote up FAQs, Knowledge Base Posts, Internal Documentation, Email Templates, and other Documentation.
- Provided IT Support and assigned Support Tickets to the IT Group and the Help Desk.
- Managed three grad-student Help Desk Techs and developed Project Plans for large IT Projects.

Fall 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.

Summer 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"

Summer 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.

Summer 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.