

Gavin Sonne

Software Developer

Contact

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in [gsonne](#)

Skills

Languages

JavaScript, Python
Java, C++, PHP
HTML5/CSS3

Tools & Frameworks

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

General

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

Education

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

Experience

- Feb 2022
to Present **PEBBLE BEACH COMPANY** Pebble Beach, California
Technical Support Specialist, IT Department
- Provide IT Support on a relatively small team for an approximately 2200 employee company.
 - Compose documentation for the IT Team when encountering a new issue.
 - Perform Active Directory group adds, deletes, password resets, and other security group management.
 - Train new IT Techs (and Managers) on the team.
- 2021
to 2022 **DEVINE CONSULTING | NAVAL POSTGRADUATE SCHOOL** Monterey, California
IT Specialist, Institute for Security Governance
- Lone support person for DoD organization consisting of 90 people worldwide.
 - Provided Tier 1 & 2 IT Support for this group.
 - Worked with IT Department and Cybersecurity Operations Center to maintain Information Security of devices.
- 2018
to 2020 **MOSS LANDING MARINE LABORATORIES | SJSU** Moss Landing, California
Help Desk Administrator, IT Group
- Developed a major revamp of the Public Data Portal. Made it modern and responsive with CSS, Bootstrap, and PHP.
 - Migrated the entire MLML Knowledge Base from phpBB to BookStack, a modern open source solution.
 - Wrote up FAQs, Knowledge Base Posts, Internal Documentation, Email Templates, and other documentation.
 - Performed a full export of the MLML Research Library Digital Repository.
- 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%.
 - 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
- Improved 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.