Gavin Sonne

Software Engineer

Contact

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Skills

Languages

TypeScript, JavaScript
Java, C++
HTML5/CSS3

Tools & Frameworks

React, Java Spring
Node.js, Material UI
Gatsby.js, D3
Git, UNIX/Linux
Docker, Oracle DB

General

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

Education

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

Experience

Dec 2022 to Present

GLOBAL CONNECTIONS TO EMPLOYMENT (GCE)   Remote
Software Engineer, *Defense Counterintelligence and Security Agency*
- Work with a fast paced Agile team to develop a React Application as part of a critically important Defense Product.
- **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*
- Provide phone, remote, and field support for at least 700 endpoints, including POS systems, TVs, and Windows boxes/laptops.
- Perform Active Directory group adds, deletes, password resets, and other security group management.

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.
- Worked with the Naval Postgraduate School IT Department and Cybersecurity Operations Center to maintain Information Security of devices.

2018 to 2020

SAN JOSE STATE UNIVERSITY   Moss Landing, California
Help Desk Administrator, *IT Group, Moss Landing Marine Laboratories*
- 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.

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.