Gavin Sonne

Software Developer

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.