

Gavin Sonne

Software Developer

Contact

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in gsonne
🔊 neuroslice

Skills

Languages

JavaScript
Python, Java, C++
CSS & HTML

Tools

D3.js, Android Studio
Apache Cordova, HDF5
GameMaker Studio
Janus WebRTC

General

Software Engineering
Data Engineering
Data Visualization
GeoMapping
Mobile App Development
Game Development
Public Speaking

Education

2015–2017 **Bachelor's** of Computer Science University of California, Santa Cruz
Assisted with Research in GPU Astrophysics Simulation and Voice Recognition/Body Movement using a Kinect Device.

Experience

- 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.
 - Evaluated Conduit, a lab-developed library, for improved simulation I/O and data exchange.
 - Research Poster: "Improving Simulation Data Processing Pipeline using Conduit via HDF5"
- 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.
- 2014 **HARTNELL COLLEGE** Salinas, California
Instructor, MESA
- Tutored students in C++ for the object-oriented programming course during Spring Semester.
- 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

- 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 **REGOLITH** Foundations of Game Design
Action Game set on Mars with Procedurally Generated Terrain.
- 2016 **SPACE CRUZ** Personal Project
Web-based darkly humorous Text Adventure Game.

Awards

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