Gavin Sonne
Software Developer

Contact

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- in gsonne

Skills

Languages

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

Tools

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 Present

MOSS LANDING MARINE LABORATORIES — Moss Landing, California
Help Desk Administrator, IT Group
- Manage three grad-student Help Desk Techs and develop Project Plans for large IT Projects.
- Write up FAQs, Knowledge Base Posts, Internal Documentation, Email Templates, and other Documentation.
- Provide IT Support and assign Support Tickets to the IT Group and the Help Desk.
- Design, Manipulate, and Update Sites, Pages, and Posts in Wordpress across MLML's web presence.
- *Projects:*
- Revamped the MLML Public Data Portal, Modernizing it with CSS, Bootstrap, and PHP.
- Performed a full export of the MLML Research Library Digital Repository: Islandora, Drupal, PHP.
- Migrated the entire MLML Knowledge Base from phpBB to BookStack, after performing exhaustive research on KB platforms.

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.

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*
- Significantly improved a classification tool that analyzed file extension types on the U.S. Navy's digital forensics data corpus.