Gavin Sonne

Software Developer

Contact

- 🌐 neuroslice.github.io
- ✉ gavin.j.sonne@gmail.com
- 📞 (831) 269 2260
- 📍 Seaside, CA
- 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

May 2018 to Dec 2019

MOSS LANDING MARINE LABORATORIES — Moss Landing, California
Help Desk Administrator, IT Group

- Revamped the MLML Public Data Portal, Modernizing it with CSS, Bootstrap, and PHP.
- Migrated the entire MLML Knowledge Base from phpBB to BookStack, after performing exhaustive research on KB platforms.
- Performed a full export of the MLML Research Library Digital Repository for the purposes of platform migration.
- Designed, Manipulated, and Updated Sites, Pages, and Posts in Wordpress across MLML's web presence.
- Wrote up FAQs, Knowledge Base Posts, Internal Documentation, Email Templates, and other Documentation.
- Provided IT Support and assigned Support Tickets to the IT Group and the Help Desk.
- Managed three grad-student Help Desk Techs and developed Project Plans for large IT Projects.

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.
- Assisted other researchers with the live text display of body movements with a Microsoft Kinect.

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%.
- Evaluated Conduit, a lab-developed library, for improved simulation I/O and data exchange.
- 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.