Gavin Sonne
Software Developer

Contact

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Skills

Languages

JavaScript
Python, Java, C++
CSS & HTML

Tools

D3.js, Android Studio
Apache Cordova, HDF5
Bootstrap, Jekyll
Git, UNIX

General

Software Engineering
Data Engineering
Data Visualization
Front End Design
Geomapping
Mobile App Development
Game Development
Public Speaking

Education

| 2015–2017 | **Bachelor's** of Computer Science | University of California, Santa Cruz |

Experience

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.

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"

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.

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.