

Danny Suarez

suarez.fm | linkedin.com/in/danny-suarez/ | github.com/doubledsuarez | doubledsuarez.itch.io

Portland, Oregon ♦ 954-654-2321 ♦ danny@suarez.fm

Agile and customer-focused Automation Software Engineer with a strong background in DevOps, CI/CD, and app deployments.

Passionate about open-source software and its intersection with gaming, music, and making the world a better place.

SKILLS

Programming Languages: C#, PowerShell, SQL, TypeScript, Lua, GDScript

Tools: Git, GitHub Actions, SCOM MP, ELK, Selenium, MES, Godot

Methodologies: DevOps, Site Reliability, CI/CD, Automation, Agile, Testing & Validation

Operating Systems: Windows, Linux (Arch, Fedora, Debian)

WORK EXPERIENCE

Intel Corporation – TD ATA, Automation Software Engineer August 2020 - Present

- Writing automation software running on-prem, developing our applications while handling on-call escalations
- Enhancing our .NET automated shipping applications, reducing mis-ships and increasing lot shipping efficiency
- Developed a VS Code extension in TS to add support for an internal language, improving developer productivity
- Automated Windows server app containment using PS and SCOM, reducing or eliminating manual intervention
- Modernizing our CI/CD pipelines using GitHub Actions, enabling faster and more reliable code releases
- Utilizing ELK to create dashboards and monitor applications, minimizing downtime
- Owning the manufacturing execution system (FAB300), leading testing cycles, validation, and deployments
- Creating test execution cycles in PowerShell and Selenium, reducing testing time for quicker prod deployments
- Efficiently troubleshoot and resolve on-call escalations with quick turnaround, minimizing fab downtime
- Learning Docker to further modernize our .NET applications and CI/CD processes

Intel Corporation – SIV CCG, Validation Software Engineer June 2017 - August 2020

- Worked primarily in the USB domain, handling feature enablement and validation of the Type-C Subsystem
- Debugged software and hardware issues to troubleshoot any problems discovered in our testing cycles
- Communicated with the appropriate teams to determine the root causes of issues and get fixes in the FW/SW
- Ensured proper test coverage, in my domains, for both Pre- and Post-silicon phases of the platform
- Brought up new team members with our tools, culture, and methodologies, to ensure a smooth transition
- Travelled to Taiwan to work with OEMs debugging platform issues for then-upcoming Intel silicon
- Began an automation initiative to re-run tests and catch regressions on updated SW stacks

Miami-Dade Public Schools, Programming Intern June 2016 – April 2017

- Supported educators in a variety of issues regarding the eSAS Treasury software using the HEAT ticketing system
- Developed SQL scripts to troubleshoot the database that handles student transactions
- Inserted, deleted, and modified data as per specifications set by the educators
- Communicated with end users to help troubleshoot issues and ensure the software was functioning properly

EDUCATION

Florida International University, Bachelor of Science in Computer Engineering May 2017

- Treasurer and Lead Programmer for IEEE chapter

PROJECTS

Personal Website at suarez.fm 2024 - Present

- Maintaining a personal portfolio/blog site, suarez.fm, developed in Astro and hosted on CloudFlare Pages
- Implemented automatic deployments on push through GitLab

Website for GEMS Academy Miami 2024 - Present

- Creator and admin for the GEMS Academy Miami website, gemsacademymiami.com, built and hosted on Ghost

Amateur Game Developer using Godot 2024 - Present

- Backend and Systems Programmer for multiple gamejam projects
- Contributed to the C++ Godot Engine code, fixing a bug with A-Star pathing

Mentor for New Intel CCG Interns June 2019 – December 2019

- Participated in the CCG intern mentor program at the HF Intel campus
- Met with my 4 interns of various disciplines biweekly, helping them get integrated into the company
- Facilitated multiple outings to introduce them to the city of Portland and have fun

Project Leader for FIU Senior Design Project August 2016 – April 2017

- Led a team of 4 members consisting of various engineering disciplines
- Developed a positional tracking system to track foot traffic in a business using Bluetooth LE
- Involved embedded programming with rPis, a database in MySQL, and a front-end UI developed in Java