

Danny Suarez

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Adaptive .NET DevOps software engineer with strong customer focus and a knack for working well in and leading teams. I have a special love for open source software and its intersection with gaming, music, and making the world a better place.

SKILLS

Technologies: C#, PowerShell, TypeScript, SQL, C/C++, Git, GitHub Actions, FAB300

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

Methodologies: DevOPS, Automation, Agile, Testing & Validation

WORK EXPERIENCE

Intel Corporation – TD ATA, Hillsboro, OR

Automation Software Engineer

August 2020 - Present

- Developing our .NET C# automated shipping applications based on user requests and factory priority
- Automating Windows server app containment and deployments in Powershell
- Handling on-call escalations for the manufacturing management system that runs the Intel fabs, FAB300
- Leading a multi-disciplinary team to spearhead new project that modernizes our internal CI/CD process
- Developing a VS Code extension in TypeScript for the proprietary language of the manufacturing system
- Building a CI/CD pipeline using GitHub Actions & PowerShell for code releases and deployment
- Working on the front-end website built in ASP.NET that releases and deploys new code across various sites
- Owning the back-end REST API that interfaces and exposes the manufacturing system's internal functions
- Led teams of 25+ to run testing and validation of new versions of external software for use within Intel

Intel Corporation – SIV CCG, Hillsboro, OR

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 on the platforms
- Communicated with various 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, Miami, FL

Programming Intern

June 2016 – April 2017

- Supported the district's business functions via interfaces and configurations in the current SAP ERP system
- Resolved 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, Miami, FL

Bachelor of Science in Computer Engineering

May 2017

- Treasurer and Lead Programmer for IEEE chapter

PROJECTS

Website for GEMS Academy Miami, Hobby Web Dev

2024 - Present

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

Amateur Game Developer, Hobby Game Dev

2024 - Present

- Created a Pong and Breakout clone in Godot
- Contributed to fixing issues in C++ Godot Engine code

Mentor for New Intel CCG Interns, Intel Corporation

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 Intel
- Facilitated multiple outings to show them the city of Portland and have fun

Project Leader for Senior Design Project, FIU – Senior Design I

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
- Involved embedded programming with rPis, a database in MySQL, and front-end UI developed in Java