Danny Suarez

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Adaptable .NET Automation DevOPs engineer with a 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, Git, GitHub Actions, C/C++, Python, FAB300
Operating Systems: Windows, Linux (Debian, Fedora, Arch)
Methodologies: DevOPS, CI/CD, Automation, Agile, Testing & Validation

WORK EXPERIENCE

Intel Corporation – TD ATA, *Automation Software Engineer*   August 2020 - Present
- Developing our .NET C# automated shipping applications based on user requests and factory priority
- Creating a VS Code extension in TypeScript for an internal proprietary language inside Intel
- Building CI/CD pipelines using GitHub Actions & PowerShell for our code releases and deployment
- Automating Windows server app containment and deployments in Powershell and SCOM management packs
- Using ELK to ingest log data and create dashboards to monitor application health and root cause issues
- Leading the team overhauling our CI/CD pipeline using VS Code, GitHub Actions, ASP.NET, and a REST API
- Own validation and deployment of the manufacturing execution system that runs the Intel fabs, FAB300
- Efficiently troubleshoot and root cause DevOPs on-call escalations with quick turnaround times for live issues
- Led teams of 25+ to run testing and validation of new versions of external software for use within Intel

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   2024 - Present
- Running a personal portfolio/blog site, suarez.fm
- Built in Astro and hosted on CloudFlare Pages

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   2024 - Present
- Developed Tackl-ectric in a team of 3 as UI programmer and composer for a PIGSquad gamejam
- Created a Pong and Breakout clone in Godot
- Contributed to fixing issues in C++ Godot Engine code

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 Intel
- Facilitated multiple outings to show them 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
- Involved embedded programming with rPis, a database in mySQL, and a front-end UI developed in Java