

Dan Kaplun

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Software Engineer at Twitch

Apr 2016 –
San Francisco, CA

Live streaming video platform and world's leading community for gamers

Go, Redis, PostgreSQL, JavaScript (EmberJS), AWS (EC2, DynamoDB)

- Developed user settings service for new infrastructure built on top of DynamoDB
- Introduced realtime reactions functionality to synchronize updates across browsers
- Implemented highly visible UI features like emote filtering and news feed composer

Software Engineer at Essence Digital

Jan 2015 – Mar 2016
New York, NY

Global digital media agency and independent buyer of digital media

Go, Python (Django), JavaScript (AngularJS), PostgreSQL, Oracle, GCE

- Redesigned and optimized new version of internal metrics viewer
- Helped roll out new version of media-buying platform as part of Olive team
- Implemented frontend for purchase order uploader tool

Software Developer at Transpareensee

May 2012 – Sep 2013
New York, NY

Search engine platform for faceted data

Python (Django), JavaScript (jQuery), AWS (EC2, S3, RDS, SQS, SES)

- Implemented role-based admin tool based on Django's built-in administration capabilities
- Automated parts of internal site deployment process via AWS
- Redesigned search interface for largest client; introduced criteria prioritization

Developer at Offerpop

Mar 2011 – May 2012
New York, NY

Social media marketing platform for Facebook and Twitter

Python (PSP), JavaScript (jQuery, Prototype), MySQL, Apache, Ubuntu

- Automated Facebook tab administration using Graph API
- Seamless video uploading using Vimeo's Advanced API and YouTube's Data API
- Created robust voting API using Facebook authentication

The Ohio State University

Sep 2009 – Dec 2010
Columbus, OH

BS, Mathematics

Skills

NodeJS Python Django React PHP AngularJS jQuery Redis PostgreSQL MySQL AWS
Ubuntu CentOS C Java