Daniel Vink

Software Engineer

danny@vink.dev

Skills

Ruby / TypeScript + JavaScript / PHP / CSS (+ preprocessors) / Python / SQL

GraphQL / React / Vue.js / Laravel / Rails / Node / AWS / Docker / Unity

Team Development / Source Control / Testing & CI / Cloud Deployment

Experience

Hired, Inc. / Senior Software Engineer

2018 - 2020 / REMOTE

- Architected containerized, Python-based microservice that powers Hired's search.
- Facilitated the modernization of Hired's candidate discovery experience to React, TypeScript, and GraphQL.
- Mentored junior engineers as we iterated on high-visibility projects that helped drive improvements to both retention and net new customer metrics.

RocketJump, Inc. / Full-Stack Software Engineer

2012 - 2018/ BURBANK, CA

- Part of the team responsible for designing, implementing, deploying, and maintaining all tech products and infrastructure company-wide.
- Built and deployed new Rails/Vue.js/MySQL services to support media consumption and engagement with an audience of 8MM: a new content distribution platform and a standards-compliant identity service.
- Productionized and maintained four fault-tolerant, containerized, auto-scaling, and distributed web services on AWS.

Digital Attic / Software Engineer

2010 - 2013 / CLOVIS, CA

- Frontend and backend development for numerous high-traffic projects such as Save Mart / Lucky Supermarkets, FoodMaxx, and PBS.

Reverie World Studios / Lead QA Tester

2009 - 2011 / ONTARIO (REMOTE)

- Managed a team of quality assurance testers during the development of the PC MMORTS, Dawn of Fantasy.

Education

'16 / **California State University - Long Beach /** BA English Education

Memorable Projects

Ask me about any of these projects that I have had the pleasure of working on!

Hired	**Save Mart Supermarkets**	**Lifelinker App**
RocketJump	**Quick Draw**	**Dawn of Fantasy**