

# DAN WAGER

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## WORK EXPERIENCE

Backend Software Engineer, Slope Jun 2015 – Oct 2016

- Designed and implemented the product's backend, including APIs and other real-time services
- Delivered continuous updates using agile development practices within six-person, early-stage startup
- Deployed and maintained backend services on Azure and AWS
- Raised \$1M seed round during public beta with over 1000 users signed up
- *Tech used: Node.js, React, Redis, DocumentDB, RabbitMQ, Azure Web Apps, Amazon EC2*

Minecraft Server Network, Owner & Developer, Eximius Gaming Apr 2013 – Jun 2016

- Developed a popular Minecraft server network in Java, attracting over 900,000 unique users
- Created web app to monitor all custom services and server network status in real time
- Managed team of 30 staff who provided support and kept games fair for players
- *Tech used: Java, MongoDB, Redis, Spigot, BungeeCord, Node.js*

Research Assistant, University Of Washington Aug 2016 – Dec 2016

- Ported school's Operating System simulator from Java to C++ to match the language taught in class
- Improved disk synchronization algorithm reducing storage cost from a static size to a dynamic block
- Fixed critical race condition that would deadlock during disk I/O
- *Tech used: Boost (C++ library), CMake, CLion*

## EDUCATION

B.Sc. Computer Science and Software Engineering, University of Washington 2016

## PROJECTS

nosql-sql 2016

- Created Node.js library to abstract creation of parameterized SQL queries for Azure's DocumentDB service
- Provided function that accepts MongoDB-style query objects as input and outputs formatted SQL statements
- Implemented in Slope's product to simplify all database query creation
- *Tech used: Javascript*

GiveMeAway 2013

- Created Windows desktop application to handle selecting giveaway winners from the comments on YouTube
- Implemented HTML parsing algorithm to work around YouTube's 1000-comment API limit
- Developed and integrated custom validation system connected to PayPal for premium users
- *Tech used: C#, .NET 4.0, PHP, MySQL, YouTube Data API*

## ADDITIONAL EXPERIENCE

Founder, Computer Science Club – North Seattle College 2013 – 2014

- Assisted students with homework and taught weekly lessons by re-creating small games in Java, Python, & Lua

Facebook Hackathon Seattle – 3<sup>rd</sup> Prize 2014

- Awarded third prize out of 25 teams for multiplayer space shooter game, written in Node.js with socket.io

## LANGUAGES AND TOOLS

Programming Languages	Javascript, Java, C#, C++, Lua
Databases	MongoDB, DocumentDB, MySQL
Software	Git, Maven, Redis, Jenkins, RabbitMQ, Ngnix, Docker