

# Daniel J. Pearson

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## Summary

- Proficient in object-oriented software development using Python, Ruby, and JavaScript
- Expert knowledge of Linux and Unix systems
- Extensive experience implementing web designs with HTML/CSS/JavaScript
- Practical experience with Java, Perl, C, C++, and PHP
- Native speaker of English, fluent in Hebrew

## Professional Experience

### **September 2013 - present: Full-Stack Developer at BlueVine Capital ([bluevine.com](http://bluevine.com))**

BlueVine offers financing for businesses in the form of invoice factoring. I design and implement components of the business's technical infrastructure. I'm involved in all aspects of the system from the public-facing web interface, to the risk and fraud analysis tools used by the analysts to decide whether to grant funding, to the automated harvesters of data from third-party accounting services (such as Intuit QuickBooks, Xero, and FreshBooks), and tying it all together with a deployment architecture that integrates these subsystems on specific servers for the purposes of production, staging, and development. Employed technologies include Python, Django, Tastypie (REST API), Celery, RabbitMQ, PostgreSQL, AngularJS, Twitter Bootstrap 3, Less, Chef, Debian, Vagrant, AWS/EC2, Git, and GitHub.

### **March 2013 - August 2013: Web Developer at Initech ([initech.co.il](http://initech.co.il))**

Initech provides software consulting and outsourcing. During my employment, I worked with a team developing a web-based marketplace for liveu.tv to enable broadcasters and freelance field reporters to engage each other's services and to buy and sell both live video and pre-recorded content. I was the primary front-end developer on the team, responsible for implementing the graphic design, UI elements, and other client-side functionality. I also performed the short-term task of adapting the HTML-based UI used in one model of their hardware products (in the LU70 series) to a later model of the product, scaling the interface for use on the later model's larger screen and otherwise adjusting for the different feature set. Employed technologies include Python, Django, MySQL, HTML5, CSS3, Twitter Bootstrap 2, SVG, JavaScript, jQuery, Google Maps JavaScript API, and Git.

### **June 2009 - December 2012: Founding Partner of Wildberry ([wildberry.nfshost.com](http://wildberry.nfshost.com))**

Wildberry was a web and print design studio consisting of myself (providing the technology talent) and my partner (providing the artistic talent). My responsibilities revolved around implementing web designs and providing technical consulting for small to medium-sized businesses both in Israel and internationally. I would translate my partner's designs in the form of mock-ups into actual web sites to fulfill our customers' requirements. Employed technologies include HTML, CSS, JavaScript, jQuery, WordPress, and PHP.

### **June 1999 - August 2011: Content Editor for Freecode.com ([freecode.com/about](http://freecode.com/about))**

Freecode was a site that helped people find software and keep track of the latest releases and updates for that software. My position involved copy editing, managing content, and providing technical support to users. All content on the site was user-contributed, and extensive editing was necessary for most submissions before they would be presentable (or even intelligible) to the public. I was also required to perform basic fact-checking of the information before allowing it to be published.

## **Education**

### **Bachelor of Science (BSc) in Computer Science**

Earned from the University of Maryland Baltimore County (*umbc.edu*). I attended from 1996 to 2001. I was awarded a full-tuition scholarship for my first two years of study. I was one of the founding members of the university's Linux Users' Group (*lug.umbc.edu*), served as its second president, and remained in that office for three years running.

## **Open Source Software Development**

### **2010-2012: Silkweave ([nanoo.org/software/silkweave/](http://nanoo.org/software/silkweave/))**

I am the sole author of Silkweave, a system for building content-oriented (mostly static) web sites using elegant code and familiar tools. Employed technologies include Ruby, HTTP, HAML, and ActionPack (a key component of Ruby on Rails).

### **2001-2007: Moosic ([nanoo.org/software/moosic/](http://nanoo.org/software/moosic/))**

I created Moosic, a music playback manager that enables powerful and precise manipulation of playlists. It is implemented with a client-server architecture that supports a variety of very different user interfaces. Contributions from developers around the world mostly came in the form of add-ons and integrations into other systems. Employed technologies include Python, multi-threading, TCP/IP, Unix domain sockets, and XML-RPC.

### **2005: ParseTime ([nanoo.org/software/parsetime/](http://nanoo.org/software/parsetime/))**

I am the sole author of ParseTime, a simple Python extension module that allows a programmer to parse a complicated expression representing a particular point in time. This extension is a wrapper around code that was originally written for the Unix command named "at", as implemented by Thomas Koenig and David Parsons in the mid-1990s.