

# DANIEL KALEN

Passionate and dedicated software engineer

## SUMMARY

- Over 12 years of experience as a software engineer/architect; 8+ years of lead experience.
- Over 14 years of UX design experience; 18 years of UI/Graphic design experience.
- Over 5 years of marketing experience; 4 years of copywriting experience.
- My experience across the aforementioned talents provide me with a unique perspective and understanding that allow me to construct unparalleled solutions.
- Constructed, built, and maintained many systems ranging from simple to highly complex from ground-up.
- Committed major contributions to the open-source community by releasing over 45 open-source tools and projects.
- Contributed to major open-source project such as Node.JS, NPM, Acorn parser, Github Desktop app, Grafana, NeDB, FeathersJS, Mapbox, and more.
- In 2017 I was within the top 25 most active members (by contribution count) of the entire GitHub.com platform (millions of active developers).
- I possess mastery in documentation comprehension which allows me to learn and *master* new topics in exceptional speeds.
- I compose highly "custom-tailored" solutions with great attention to detail for all the issues that I am tasked with solving.

## COMPETENCE / CAPABILITIES

Note: The following is a list of technologies I commonly utilize across my day-to-day work. My capabilities are not limited to the list below and most importantly I possess the ability to learn and master technologies with great speed.

**Programming Languages:** Frontend Javascript, Backend Javascript, Golang, Python, Kotlin, Ruby, C, C++, PHP.

**Structuring Languages:** HTML, Jade/Pug, EJS, Handlebars, Haml, JSON, Yaml, Markdown, DOT, GraphML.

**Superset Languages:** Coffeescript, Typescript.

**Styling Languages:** CSS, Sass, Less, Stylus.

**Meta Frameworks:** Next.js (12-14), Gatsby, Nuxt.js

**Frameworks:** React (including v18), Vue, Angular 2+1, Meteor, Polymer, jQuery, Bootstrap, Backbone, and more.

**Mobile Development:** MeteorJS, React Native, NativeScript, Cordova, Native iOS.

**Testing Frameworks:** Mocha, AVA, Jest, Jasmine, Karma, Chai, Qunit, tape, Sinon.JS.

**Automation:** Puppeteer, Selenium, Nightmare, NightmareJS, Browserstack/Saucelabs, Karma, Cypress.io.

**Charting Engines:** D3.js, Highcharts, Fusioncharts, Plot.ly, Chart.js, Grafana, Kibana.

**Databases:** MySQL, MsSQL, PostgreSQL, MongoDB, RethinkDB, Elasticsearch, Redis, Cassandra, CouchDB, PocketDB, SQLite, Amazon DynamoDB, MariaDB, BigQuery, InfluxDB, Firebase.

**DevOps:** Docker, AWS, Digital Ocean, Google Cloud Platform, Vagrant, Terraform, Ansible, Chef, Jenkins, Varnish.

**Design:** Photoshop, Illustrator, InDesign, Sketch, Adobe Premiere Pro, After Effects, SketchUP, Invision, Principle.

## CONTACT INFORMATION

EMAIL ADDRESS:	d@danielkalen.com
PHONE NUMBER:	(718) 249-7282
GITHUB PROFILE:	github.com/danielkalen

## REFERENCES

ISAAC PALKA	ipalka@signifyhealth.com
Employer/Manager	
REUBEN YONATAN	(347) 996-9981
Employer	
SEAN LASHLEY	(347) 822-5348
Employer	
MARIN MESTROVIC	(917) 515-7943
Team Member	
SLOBODAN DJORDJEVIC	+381 63 629 739
Team Member	
ISAAC BLINDER	(551) 795-1597
Team Member	
ASHLEY SMITH	(617) 945-6491
Engineering Manager	
LYDIA TRIPP	lydia.tripps@reverb.com
Employer/Manager	

## PRINCIPLES AND DOCTRINE

- Strongly support modular and scalable systems.
- I believe in maximum dedication and constantly overcoming expectations.
- Strongly believe in clean, efficient, and highly maintainable code that preserves privacy and security.
- Jack of all trades, master of all. I strongly believe in learning and mastering as much as possible to the best of my abilities.
- I believe in powerful teams and in being a team player and in providing the upmost respect and care to both superiors and *positional* inferiors.
- Quality is always my top priority; I never sacrifice on quality nor do I settle for mediocre solutions.

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## WORK EXPERIENCE

<b>SENIOR SOFTWARE ENGINEER</b> American Express	JUN - 2024 DEC - 2024	<b>Basis:</b> Short term contract
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<b>SENIOR SOFTWARE ENGINEER</b> Etsy	DEC - 2023 JUN - 2024	<b>Basis:</b> Short term contract
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<b>PRINCIPAL SOFTWARE ENGINEER</b> EdX/2U Inc.	JUL - 2022 DEC - 2023	<b>Primary Tech:</b> NextJS, Gatsby, React 18 <b>Secondary Tech:</b> GraphQL, Cypress
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- Developed and enforced comprehensive code standards and testing protocols for a high-traffic customer-facing educational technology app, ensuring code quality and reliability.
- Authored in-depth technical documentation that served as a guiding resource for both management and individual contributors, facilitating informed decision-making.
- Conducted thorough research on emerging and existing technologies, producing detailed research documents to aid in strategic technology adoption and implementation.
- Played a pivotal role in architectural improvements, overseeing the implementation of large-scale changes to the codebase and organizational structure for enhanced scalability and maintainability.
- Collaborated closely with cross-functional teams, ensuring seamless coordination between teams with distinct responsibilities within the same app to optimize overall performance.
- Facilitated communication with leadership by summarizing complex topics into easily understandable formats, streamlining decision-making processes.
- Led a major initiative to reorganize a sprawling codebase originally developed by junior engineers, resulting in increased scalability, codebase manageability, and developer efficiency.
- Conducted extensive performance analysis and optimizations, significantly reducing the average build time from 2 hours to an efficient 25min.
- Provided mentorship and guidance to engineers across all experience levels, fostering skill development and problem-solving capabilities.
- Collaborated closely with management to formulate precise, sustainable short-term and long-term plans to drive project success.
- Researched and implemented cutting-edge technologies to boost developer productivity, further reduce build times, and expand the team's capabilities.

<b>SENIOR SOFTWARE ENGINEER</b> Reverb (Short-term contract)	DEC - 2021 JUL - 2022	<b>Primary Tech:</b> Ruby, Rails, React, Postgres, ElasticSearch, TypeScript. <b>Secondary Tech:</b> GraphQL, Redis, memcached, ChartIO.
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- Joined a team that has some of the largest and most difficult responsibilities in the company.
- The team I was a part of was responsible for all transactions-related matters in the company.
- Consistently met all deadlines without a single fault.
- Started providing value and taking tasks 2 days after joining the team.
- Went through a difficult onboarding process relating to the company's huge monolith architecture that is written in a way that makes it difficult to comprehend, yet was able to claim advanced understanding of the project within a few short months.
- Became one of the team's top performers within 1-2 months.
- Was tasked with highly sensitive credit-card-processing related tasks that contained plenty of financial-related risks.
- Had to apply a quick recovery plan multiple times when one of the team members broke production.
- Quickly obtained advanced knowledge of Ruby, the company's main language, after joining the team with only rudimentary knowledge of Ruby.
- Had highly-collaborative pair-programming sessions with each member of the 8-person team.

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## WORK EXPERIENCE (CONTINUED)

<b>LEAD SOFTWARE ENGINEER</b>	DEC - 2020	<b>Primary Tech:</b> AWS, Go-lang, Python, JS/TS, React, Vue, Postgres, MySQL.
Signify Health	DEC - 2021	<b>Secondary Tech:</b> Kotlin, Rust, Terraform, Atlassian product suite, Redis.

- Fully responsible for the success of two vital and complex projects.
- Successfully managed a 5-member team of varying skill levels and backgrounds.
- Consistently met all deadlines without a single fault.
- Committed many additional unpaid hours during high-stress periods in order to ensure the project's success.
- Leveraged each team member's unique talents to the fullest and mitigated each member's faults as much as possible.
- Helped team members grow at their own individual pace; helped several members under my wing to get promoted.
- Leveraged agile techniques and worked closely with scrum masters to the team's benefit.
- Mentored specific team members who were troubled and needed assistance to get back on the right track.
- Worked with Release & Automation team and SRE team to resolve complex issues in our CI/CD pipelines.
- Helped ensure that each team member's tasks were all completed on time via collaborative sessions.
- Provided educational presentations to colleagues and superiors.
- Helped bring to light major-impact changes to the company's technology department as a whole.
- Provided simple presentations for complex topics in front of a company-wide audience.
- Composed and applied an effective action plan to course-correct the team on inherited problems.
- Provided assistance to other teams to ensure they met all of their deadlines.

<b>SENIOR SOFTWARE ENGINEER</b>	JUL - 2020	<b>Primary Tech:</b> Same as next (lead) position.
Signify Health   Promoted to lead	DEC - 2020	<b>Secondary Tech:</b> Same as next (lead) position.

- Fully onboarded with a very complex product within two weeks; started taking heavy tasks within one week.
- Started in a severely under-resourced team that had the responsibilities of an over-resourced team.
- Was responsible for starting a complex project from scratch that has failed to launch over 3 times in the company's historical timeline.
- Outperformed and surpassed expectations immediately after joining the company.
- Outperformed all bonus objectives.
- Frequently took on temporary team-lead status as needed to compensate for team lead's frequent absence.
- Never missed a single deadline; performed all the necessary efforts to ensure the project's success and delivery time.
- Frequently volunteered to assume responsibilities that the company had trouble allocating resources for.
- Was tasked with leading the UX design of the project I was responsible for as a developer due to lacking resources.
- Worked tightly with the UX department to ensure full synchronization between the company's UX and developer worlds.
- Responsible for making hard and sensitive decisions in a highly vulnerable project.
- Learned all PHI guidelines and abided by them strictly.
- Quickly learned and applied a new programming language necessary for our production application.
- Assisted leaders and other teams with critical brainstorming.
- Acted as a highly productive member of almost every meeting I attended.
- Received highly positive reviews from my colleagues, managers, and superiors.

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## WORK EXPERIENCE (CONTINUED)

<b>LEAD SOFTWARE ENGINEER</b>	OCT - 2015	<b>Primary Tech:</b> JavaScript, PHP, React, Angular 1.0, ELK stack, Docker, WordPress.
Bizmedia Central (SaasList/GetVoIP)	JUL - 2020	<b>Secondary Tech:</b> C++, Backbone, React Native, Mongo, Dynamo, Grafana, jQuery.

- Provided onboarding, training, and leadership for senior and junior engineers.
- Crafted unique training methods and programs befitting our needs and infrastructure.
- Responsible for making crucial quick decisions under heavy stress.
- Responsible for monitoring system health and security and for dispatching an immediate reaction force for any incoming threat.
- Responsible for constant system analysis for security vulnerabilities and the necessary patch work.
- Responsible for quality assurance and code reviews.
- Presented myself available for 24 hours a day.
- Worked in collaboration with developers from partner and external companies to connect our infrastructures and share sensitive data.
- Constructed custom analytics software and dashboards to display data as the company needs.
- Developed custom-tailored A/B testing software for internal company use.
- Constructed custom data collection software to collect the data our company requires in the most efficient way possible.
- Assisted leadership with making important decisions related to marketing, design, and overall business.
- Composed solutions to work around browser limitations to help us achieve 100% cross-browser operations.
- Created front-end apps capable of great computational power by leveraging web workers to simulate the concept of threads.
- Constantly operated under tight deadlines.
- Developed hybrid mobile apps for internal use.
- Set up and maintained complex routing/network interfaces.
- Constructed health check dashboards from scratch allowing non-developers to control the stack and manage infrastructure and application health.
- Developed highly functional and powerful tables and table UIs.
- Extended and modified popular software to fit our needs.
- Constructed complex automatic selenium test routines.
- Responsible for continually finding new software that will improve our existing stack.
- Constructed highly functional and complex conversion forms.
- Constructed CI and CD pipelines.
- "Juggled" many tasks relating to separate fields/industries; Had to constantly jump between frontend tasks, backend tasks, design tasks, and leadership tasks in a very short time frame.
- Constructed highly-reliable automatic lead verification systems.
- Developed software that automatically creates and populates detailed reports in Excel and Google Sheets documents.
- Interviewed and reviewed new and existing staff members.
- Constructed automatic Google AMP page conversion software.
- Created Slack bots and integrations for reporting and internal company use.
- Created real-time apps using real-time tools and live-data-binding.
- Constructed an automatic backup and backup management software for internal use.
- Developed interactive web infographics.
- Provided marketing consultancy to help design unparalleled highly-converting forms for lead capture.
- Created robust search APIs and search interfaces.

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## WORK EXPERIENCE (CONTINUED)

### SENIOR SOFTWARE ENGINEER

Bizmedia Central | Promoted to lead

APR - 2014

OCT - 2015

**Primary Tech:** Same as next (lead) position.

**Secondary Tech:** Same as next (lead) position.

- Replaced ad-hoc processes with Git-flow, CI, and testing.
- Instrumented fragile code for testability and robustness.
- Created and documented rich APIs.
- Responsible for deploying and managing infrastructures in highly sensitive production environments.
- Adopted to old-school software and helped introduce modern software without the need to remove of old software.
- Worked in deep collaboration with dev team to compose efficient solutions.
- Implemented entire designs as fully-operational and efficient websites.
- Developed custom themes & plugins for Drupal and Wordpress.
- Tasked with refactoring and modernizing outdated areas of our system.
- Responsible for most DevOps operations.
- Helped improve site UX which in turn increased conversion rates.
- Provided marketing consultation to increase click-through rates.
- Was constantly on the lookout for ways to improve the performance and efficiency of our software.

### SOFTWARE ENGINEER, UX/UI

Freelance Career

JAN - 2011

APR - 2014

- Worked in collaboration with other freelance developers to build large-scale apps.
- Provided software development services to companies ranging from small-scale (1, 2 employees) to large-scale (thousands of employees).
- Dealt with and managed very difficult customers with great success.
- Built sites and platforms for a variety of industries including e-commerce, match making, lead generation, advertising, beauty, and more.
- Built robust systems with clean and maintainable code allowing future developers to take over with ease.
- Leveraged external software and APIs to the maximum in order to build simple codebases for complex projects.
- Audited and analyzed complex software and created optimization/refactoring plans.
- Helped refactor and optimize existing software that was built using "ancient" technologies.
- Set up robust servers and deployments that still operate until this date with minimal to no maintenance.
- Ensured that even the smallest of projects operated at optimal performance and had received uppermost care.
- Constantly built my projects with the latest and most efficient technologies.
- Constantly built my software to the highest of standards; never sacrificed on quality or settled for mediocre solutions.
- Built hybrid mobile apps using MeteorJS and Cordova.
- Developed monitoring solutions to allow clients to monitor and manage the health of their systems.
- Ensured consistent organization by leveraging the latest and highest-grade project management software available in the market.
- Helped write highly targeted copywriting content.
- Constructed algorithms and code plans as solutions for other developers to implement.
- Maintained a solid and consistent communication line with clients for progress reports, consultation, and brainstorming.
- Prepared thorough presentations for clients.
- Created thorough documentation and software graphs.
- Leveraged real-time software such as socket.io, uws, and RethinkDB to create real-time apps.
- Created highly functional administration panels from scratch.

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## OPEN SOURCE CONTRIBUTIONS

Note: All of the packages listed below are available on NPM and my GitHub profile. Please note that some packages are private as they aren't ready for release yet (pre alpha).

### inspector-on-demand

RELEASED

Launch v8 inspector/devtools on demand for long-running apps.

### template-resolver

RELEASED

Resolves env variables and inline shell commands within any file or string.

### icon.font

RELEASED

Generates web fonts from individual SVG icons with persistent configurations and mapping previews.

### loadtime

RELEASED

Measure how long it takes to load a given NPM module.

### foreach-cli

RELEASED

Command-line utility to execute a shell command for each file matching a glob pattern.

### package-install

RELEASED

Install NPM packages from within node. Auto-install any missing package for a given dir and install all packages from a given package.json

### module-timing

RELEASED

Measures how long it takes to load modules and outputs a breakdown tree allowing you to spot your slowest/heaviest modules/files.

### mountenv

RELEASED

Mounts/loads environment variables from .env files and auto-loads env-specific files (.env.dev, .env.prod, .env.test)

### string-pos

RELEASED

Fastest implementation to find line/column num of a given index within a string.

### actionbuffer

RELEASED

Push items into a queue and invoke a callback with the queued elements after a given delay.

### proper-compose

BETA

A command line wrapper of docker-compose that provides powerful unofficial functionality with support for your custom commands.

### coffee-register

RELEASED

Registers Coffeescript compiler with the module-loading system to allow loading coffee files without pre-compilation. Up to 2000% faster than the official package.

### QuickCSS

RELEASED

Tiny CSS Management tool that greatly simplifies writing, reading, and registering CSS styles.

### QuickDOM

ALPHA

Modern alternative to jQuery to interact with the DOM with a much less forgiving API with template and state-based styling support.

### QuickField

ALPHA

Fast and light individual form fields supporting real-time bindings, custom styling, custom fields, IE9+, and more.

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## OPEN SOURCE CONTRIBUTIONS (CONTINUED)

Note: All of the packages listed below are available on NPM and my GitHub profile. Please note that some packages are private as they aren't ready for release yet (pre alpha).

### QuickPopup

BETA

Fast and light modal popups with rich configuration and minimal intrusiveness; mobile first.

### QuickTable

PREALPHA

Create powerful lightweight tables that are easy to customize and perform extremely well across all browsers.

### createcert-mac

BETA

A command line tool that creates self-signed certificates and loads it into Keychain Access (macOS only).

### smart-extend

RELEASED

Extend/copy objects with fine grain control

### what-is-it

PREALPHA

The only type testing library designed for extension and custom type-checking functions

### SimplyRecord

PREALPHA

Records user sessions in the browser and plays back sessions in a plugin-less player with heatmap and advanced analysis support.

### SimplyThread

RELEASED

Execute arbitrary functions in immediately spawned browser threads with an async workflow.

### SimplyImport

BETA

A promise-based module bundler focusing on providing unparalleled ways to import files into parent files. Drop-in replacement for browserify with full support for all its existing plugins/transformers.

### SimplyWatch

BETA

A tool that watches files and its imported children for changes and executes your commands for each file individually.

### SimplyBind

PREALPHA

Create live bindings between objects and functions so that when one changes the other automatically gets updated.

### timeunits

RELEASED

Get the number of milliseconds in any given time unit (day, minute, hour).

### Routing.js

ALPHA

Simple, lightweight, promise-based client side routing supporting IE8+

### feathers-commands

RELEASED

Extends Feathers.js API capabilities by allowing you to expose custom commands/endpoints for your services.

### soft-nginx

ALPHA

A preconfigured docker image that accepts simple yaml configuration files to setup and launch NGINX that automatically links all docker containers within a project and automatically restarts on changes to the your docker project.

### docker-promise

BETA

A promise-based wrapper for the Docker API to help you control and manage your Docker engine from within node.

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## OPEN SOURCE CONTRIBUTIONS (CONTINUED)

Note: All of the packages listed below are available on NPM and my GitHub profile. Please note that some packages are private as they aren't ready for release yet (pre alpha).

### eventful-promise

BETA

Create a promise object that can emit events even after being resolved.

### exit-intent

ALPHA

Detect when a user is displaying intention to leave your page and trigger an action like a modal popup in reaction.

### Taglist

BETA

Library to help create dynamic filtering UI with custom field support for each filter.

### timers-engine

ALPHA

Create named timers which allow you to execute callbacks at multiple time points.

### notices-engine

ALPHA

Create modal notices with support for custom actions and custom stylings.

### subnotices-engine

ALPHA

Create unobtrusive notifications that stack unlimitedly.

### menu-popover

ALPHA

Creates a floating menu of custom actions to attach over any element in the DOM.

### badge-gen

RELEASED

Generates a badge (png and svg) for any coverage report.

### benchmarks-dashboard

ALPHA

Generate a benchmarks dashboard to run your benchmarks and display results in pretty charts.

### gsap-as-promised

RELEASED

A wrapper around Greensock's TweenLite/TweenMax animation library that returns promises that resolve when animations finish.

### mass-request

BETA

Performs an HTTP request X times every Y seconds with automatic error handling, reporting, and recovery.

### npm-reserve

PREALPHA

A command-line tool that reserves any given name in the NPM registry to your account (for fair use only)

### coin-track

PREALPHA

A bot that tracks any given crypto currency and notifies you when the price changes past a given threshold.

### phone-id

PREALPHA

Returns detailed caller identification for any given number (self-hosted server)

### analytics-dashboard

PREALPHA

Beautiful analytics dashboard and charts with an intuitive API and JSON-based configuration.