David Titarenco

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Skills and Areas of Expertise

PROGRAMMING AND SOFTWARE ENGINEERING

· **Languages:** Java, JavaScript, Python, Go, Dart, C/C++, HTML and CSS. Some exposure to Erlang, Scala, Rust, and Swift.

· **Databases:** MongoDB, Spark, Redshift, Redis, BigQuery, Postgres, and other various flavors of SQL. Exposure to Hadoop and Bigtable

· **Frameworks**: Node.js, Meteor, Sails, React, Angular 1/2, Express, Socket.io, Boost, Play, Django, Spring, TensorFlow, PySpark, and many more.

TECHNICAL WRITING, PRODUCT DESIGN, AND STARTUPS

· Experience documenting code and APIs, gathering and articulating requirements, writing developer stories, and auditing code quality.

· Experience with MVP design, wireframing, analytics, A/B testing, JIRA, Agile/Scrum methodologies, and shipping on time and under budget.

· **Contributions**: Google Go (golang.org/AUTHORS), Kilim (kilim.malhar.net), Lofi (www.lofi.rocks)

· **Startup projects:**

Game:ref (2015)	Hardware anti-cheat device. Featured in PCGamer, Polygon, and more.	C, Arduino, Node.js, Heroku, MongoDB
spoiled.tv (2018)	Crowdsourced scene-by-scene movie analysis using machine learning.	React, Meteor, ffmpeg, TensorFlow

Professional Experience

CO-FOUNDER & CHIEF TECHNOLOGY OFFICER • CR TECHNOLOGIES, INC. • FEB 2020 – DEC 2023

· Built and launched CRYPTO RAIDERS, one of the first NFT-based role-playing-games (RPGs) on iPhone, Android, and desktop platforms.

· Wrote and reviewed client code (TypeScript, Unity/C#), server code (Golang/Rust), API code (Python), and smart contracts (Solidity EVM).

· Raised over $6 million from both institutional and retail investors, using on-chain mechanisms & Sale Agreements for Future Tokens.

· Hired and built out a team of a dozen+ remote engineers and designers, with experience ranging from Citibank to Goldman, to Microsoft.

· Responsible for product vision, development, timelines, technical leadership, hiring, corporate policies, and business development.

SENIOR DATA ENGINEER • ATTN:, INC. • JUL 2018 – JUN 2021

· Architected and built a Kubernetes ETL pipeline, including data loaders and extractors, that handled > 10,000 API payload extractions/minute.

· Migrated data infrastructure from custom Amazon EKS containers to managed Google Cloud Functions, lowering overhead cloud costs by 75%.

· Maintained API interoperability with Facebook Graph/Marketing, Instagram, Google DFP, Salesforce, Snapchat, Twitter, YouTube, and more.

· Responsible for quarterly data product roadmap, featuring potential revenue streams, upcoming API updates, and architecture upgrades.

· Hired, managed, and mentored team of two junior engineers, including creating stories, code reviews, and bi-weekly performance reporting.

SENIOR SOFTWARE ENGINEER • EDMUNDS.COM, INC. • JUL 2015 – OCT 2017

· Developed a high-throughput advertising platform in partnership with Facebook that serves over 300 automotive dealers nationwide.

· Architected and implemented an advertising product that started out at $250k/mo revenue, and scaled to more than $1M/mo.

· Interviewed, hired, and mentored junior and senior engineers, growing the audience insights and ad solutions development teams.

· Managed team of off-site Belarusian developers, creating developer stories, handling code reviews, and merging relevant pull requests.

SENIOR SOFTWARE ENGINEER • METHOD STUDIOS • SEP 2014 – APR 2015

· Re-architected in-house asset management tool used to sort, prune, and retrieve objects from petabyte-sized file system.

Publications & Press

PUBLICATIONS

· Edited *Dart for Absolute Beginners* (Apress, ISBN#1430264810), correcting more than 30 errors in code and 80 errors in copy.

· Co-authored *Introducing Meteor* (Apress, ISBN#1430268360), alongside Josh Robinson and Aaron Gray.

PRESS & PUBLIC APPERANCES

· **Interviews:** VICE (Emanuel Mailberg), PC Gamer (Ian Dransfield), RedBull eSports (John Partridge), Polygon (Ben Kuchera), Venture Beat (Dean Takahashi), Coin Telegraph (Alyssa Exposito)

· **Speaker:** 2016 London eSports Betting Summit (Cheating and Ethics in eSports), 2023 UCLA Being in the World (Startup Career Panel)

Education

BACHELOR OF ARTS • UCLA • MAGNA CUM LAUDE

· **Philosophy (AOF: Mathematical Logic):** 3.89 GPA