



David Titarenco

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Skills, Contributions, and Projects

SYSTEMS AND GENERAL-PURPOSE PROGRAMMING

- Experienced with Java, Go, Python, and C. cursory knowledge of ASM-x86, Erlang, D, C#, C++11, and Scala.
- Extensive knowledge of language standards, best practices, software design patterns, and optimization methods.

SERVER-SIDE & WEB PROGRAMMING, UX, AND DATABASES

- Experienced with (X)HTML 5.0, CSS, PHP, JavaScript, MySQL, and Dart. cursory knowledge of Postgres, Ruby, and Redis.
- Extensive knowledge of the W3C and ECMA-262 standards, jQuery, Node.js, Play, socket.io, Sails.js, Backbone, and more.

PUBLICATIONS

- Reviewed *Dart for Absolute Beginners* (ISBN#1430264810), correcting more than 30 errors in code and 80 errors in copy.
- Co-authored *Introducing Meteor* (ISBN#1430268360), alongside Josh Robinson and Aaron Gray.

MISCELLANEOUS SKILLS, CONTRIBUTIONS, AND STARTUPS

- Familiar with Photoshop, Heroku, Git, SVN, AWS, agile development methods, code-review processes, and unit testing.
- **Contributions:** Google Go (golang.org/AUTHORS), Kilim (kilim.malhar.net)
- **Startup projects:**

Skrch (2009)	Reverse-image lookup engine using sketches as input.	C++, JS, Boost, OpenCV
BoldFormula (2012)	Web analytics synthesis consisting of a full-featured HTTP crawler and an implementation of Google's PageRank algorithm.	Java, Play 2.x, Backbone, Scala, Bootstrap
Game:ref (2015)	Hardware anti-cheat device for multiplayer PC games; featured in PCGamer, Polygon, RedBull eSports, The Daily Dot, VICE, and more.	C, C++, Arduino, Node.js, Heroku, MongoDB

Professional Experience

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

- Developed a high-throughput ad platform in partnership with Facebook that serves over 300 automotive dealers nationwide.
- Architected and implemented an ad solutions product that started out at \$250k/mo revenue, and scaled to more than \$1M/mo.
- Interviewed and mentored junior and senior engineers, growing the audience insights and ad solutions development teams.

LEAD SOFTWARE ENGINEER, CTO-TRACK • ELECTRIC STYLES, LLC • JUN 2014 – APR 2015

- Developed inventory management software using popular stochastic methods (e.g.: moving averages, autoregressive models).
- Designed and implemented novel interpreted scripting language used in embedded systems functioning on < 2kB SRAM.

SENIOR SOFTWARE ENGINEER • METHOD STUDIOS • SEP – DEC 2014

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

FULL-STACK WEB DEVELOPER • UNIVERSITY OF CALIFORNIA, LOS ANGELES • FEB 2013 – JUN 2014

- Co-developed several high-profile UCLA projects: Bruin Day, UCLA Game Day, the UCLA Student Gateway, and others.

BACK-END ENGINEER (CONTRACTUAL) • DRIP FEED BLASTS, LLC • APR – OCT 2011

- Developed and maintained a high-performance C++-based HTTP crawler that browsed more than 25,000 web pages daily.

WEB CONTENT COORDINATOR • IRVINE CHAMBER OF COMMERCE • FEB 2006 – JAN 2007

- Organized and implemented a website overhaul using the Magnolia CMS and Prototype.

SOFTWARE ENGINEER • NETFX MEDIA, LTD • OCT 2005 – JAN 2006

- Architected and implemented a media portal supporting music and video playlists, advertisements, and rudimentary analytics.

Education

BACHELOR OF ARTS • UCLA • MAGNA CUM LAUDE

- **Philosophy & Mathematical Logic:** 3.89 GPA