



# 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, Apache Spark, various flavors of SQL. Some exposure to Hadoop, Bigtable, and Redis.
- **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](http://golang.org/AUTHORS)), Kilim ([kilim.malhar.net](http://kilim.malhar.net)).
- **Startup projects:**

BoldFormula (2012)	Web analytics synthesis consisting of a full-featured HTTP crawler.	Java, Play 2.x, Backbone, Scala
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

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

- Developed a high-throughput ad 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 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.

### LEAD SOFTWARE ENGINEER & PRODUCT DESIGNER • 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.
- **Launched:** programmable LED shoes, sound-responsive LED hat, sound-responsive LED scarf.

### 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.
- Wrote custom JIRA plugin to help developers and project managers add geolocation flags to issues/stories.

### 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.

## 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 APPEARANCES

- **Interviews:** VICE (Emanuel Mailberg), PC Gamer (Ian Dransfield), RedBull eSports (John Partridge), Polygon (Ben Kuchera)
- **Speaker:** 2016 London eSports Betting Summit (Cheating and Ethics in eSports)
- **Documentaries:** GG, Episode 4 (HDFilms/GoPro; in postproduction)

## Education

### BACHELOR OF ARTS • UCLA • MAGNA CUM LAUDE

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