

Dan Sevush

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online resume sevush.com/resume

summary

Well rounded, easy going full stack engineer with over 30 years in software design and development. I gather requirements asking the right questions, then task and estimate accurately and implement just what's needed. My communication skills are top notch and I excel in small agile teams as a lead or contributor. I am intrigued by the IoT, having installed SmartThings, Phillips Hue and a wifi thermostat in my home.

accomplishments

Design and implement Tournaments as a micro-service for Sparcade, GSN's ambitious mobile tournament platform released in October 2016. Deployed three major releases subsequently, using continuous integration.

Design, implement and championed *SpeedUp*, the first optimal calculation strategy for Lotus 1-2-3 (this code was still being used in the last version of 1-2-3 for Windows)The dramatic speed increase allowed Lotus to compete in benchmarks against Excel for many years.

Create, spec and implement the first online gift attachments to greeting cards for BlueMountain Arts (1999).

Zealous Performance Optimizer Patent 5,136,654 - High performance sort algorithm for speech recognition.

skills

languages: Python, JavaScript, PHP, C, C++, C#, (anything in the key of 'C'), Perl, HTML5, JSON, XML, x86 ASM

tools: git & github, Jira, Jenkins, Bamboo, glu, Sentry, Splunk, Crucible, Apache, Celery, Promises

front end: jQuery, grunt, handlebars, Ajax, Qunit, backbone, Facebook API

environments: unix, linux, docker, vagrant, AWS, S3, OSX (Mac), Windows and PC DOS

Principal Engineer

2014 – Jan 2017

GSN Games

Design/implement tournament micro-services for Sparcade, a mobile backend using Python, Django, and AWS. Distributed team in San Francisco, Ukraine, Bangalore and Boston.

Initial work for Sparcade on auth and payments micro-services for mobile games using python, Django, rest-framework and AWS

Design/implement RESTful JSON Web Token service for all GSN studios using python and flask

Responsive (mobile) page for GSN casino games using Less, Grunt, etc.

Senior Software Engineer

2013 - 2014

Clear Ballot Group

Next generation election auditing system using Python, Web.py, SQLAlchemy and MySQL

Design/implement user backup/restore of election databases and tools for generating source code documentation

Design/implement WAI-ARIA compliant "single file" offline HTML5 ballot using Javascript tools – grunt, jshint, handlebars, bootstrap and of course, jQuery

Senior Software Engineer

2011 - 2013

Nimbit Music

Architect website overhaul, HTML5 and Ajax for REST data using jQuery's Deferred (promises).

Facebook tool allows musicians to create rewards (free tracks, product discounts) and easily share on Facebook.

Design/implement Nimbit's API to capture email addresses for fans "checking in" using mobile devices

Design/implement simplified photo uploader and cropper

Scalable file uploader direct to Amazon's S3 for multiple large .WAV files with status and progress bars.

Extend Ajax to distribute REST data, bind custom error handlers and take advantage of jQuery's Deferred feature

Design/implement Nimbit's first public API spec to allow creating and uploading of music products from another client.

Software Engineer (Consultant) 2008-2010
various clients, including Cambridge Systematics, Telefunken and Elysium Digital

In 2008 I left Elysium to start a new music software company, which did not come together as I'd hoped. Work was hard to find in 2008, so I picked up some consulting work to survive. For one project I used C# and .Net and for another, Python w/Django. More details online at sevush.com/resume

Computer Scientist, Case Lead and Expert Witness 2001 – 2008
Elysium Digital

Lead on more than a dozen cases that generated more than two million dollars in revenue. Involved with over 30 matters, usually involving patent litigation.

Supported other experts and was an expert witness in one case.

Favorable findings for our clients on matters of public record

Chief Technology Officer 1999 – 2001
Dan's Chocolates

As founder, recruited and led development staff of 25. Created, spec'd and implemented gift attachments to online greeting cards for Blue Mountain Arts

Used the beta PHP3 object implementation to build libraries for HTML form objects, with Javascript support and dynamic links to "auto post" form data if the user navigated away from the form page.

Launched website under an aggressive schedule with fully integrated ERP and CRM. Designed and coded fully dynamic website with more than 2,400 SKUs.

Senior Software Engineer 1998
Cakewalk Music

Design/prototype several iterations of an animated audio effects product for children.

Design/prototype an audio editor for a partnership with RealAudio.

Implement first version of Guitar Studio, now sold as Guitar Tracks.

Software Engineer (Consultant) 1997
Media One

Designed and implemented CGI application in Perl to update current weather and forecast page for MediaOne's six regional sites.

Software Engineer (Consultant) 1997
Houghton Mifflin Interactive

The Tom Peters CD Multimedia website using HTML, JavaScript, CGI.

Software Engineer (Consultant) 1996
Xerox

Design/implement modules for Pagis, a Win95 document management system, including an appbar that emulated the 'SendTo' functionality via drag & drop.

A sophisticated drag & drop handler that enabled transparent file translations (drag a bitmap file onto Word and an OCR module would format the text into a Word document) A configurable button pad to launch all Pagis modules.

Software Engineer (Consultant) 1993 – 1995
ON Technology

Developed DayTimerTM and DOS versions of Meeting Maker client. Developed Windows version of Instant Update, the first "groupware" product.

Software Engineer (Consultant) 1993
Papyrus

Design/implement drivers and real time scheduler for Sound Blaster FM and PCM boards.

Design/implement file translators for scheduler using MIDI and PCM file formats.

- Software Engineer (Consultant)** 1992
Attitash
Designed and implemented Dashboard, an easy to use diagnostic troubleshooter and performance evaluator for Windows.
- Software Engineer (Consultant)** 1991
Funk Software
Design/implement hierarchical (3D) spreadsheet prototype.
- Software Engineer (Consultant)** 1990 - 1991
Opcode Systems
Designed cross platform tools to allow porting from Macintosh to Windows.
- Software Engineer (Consultant)** 1988 - 1989
Kurzweil Music Systems
Design/implement PC ObjectMover for editing sounds and setups for the Kurzweil 1000 series of musical instruments.
- Development Manager** 1989 - 1990
Solution Systems
Managed acquisition of BRIEF, a DOS based text editor, from Underware.
Founded development staff, opened new office.
Prototyped several possible versions of BRIEF for Windows 3 (beta).
- Senior Software Engineer** 1988 - 1989
Kurzweil AI
Optimized the speech recognition engine, named on patent #5,136,654.
- Principal Engineer** 1983 - 1988
Lotus Development Corporation
Created macro language for Agenda, a groundbreaking product that created the acronym PIM – Personal Information Manager.
1-2-3 rev 3 Cell Engine Architect
1-2-3 rev 2.01 Project Lead for the largest selling version of 1-2-3 with over 2 million users.
Created and championed "SpeedUp", the first minimum recalculation for any Lotus spreadsheet product.
Lotus Encryption Standard. Represented Lotus in a proposed ADAPSO standard RSA encryption.
- Software Engineer** 1982 - 1983
Unidata Systems
Develop/implement debugger, diagnostic utilities and user interface tools for proprietary (Z80.CP/M) microcomputer database product.
- Software Engineer** 1982
The small Computer Company
Worked on Profile, a database and file manager published by Tandy (Radio Shack) for the TRS80 (Z80) model I, II and III systems.
Fun fact: The Big Bang Theory, a hit television series created by Bill Prady, is based on some of the people I worked with at The small Computer Company. Bill and Howie Wolowitz were my bosses.