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danielhopper.github.io

# Daniel Hopper

## Proficiencies

**Languages:** Python, Javascript, Scala, C++, Ruby, Racket, C, PHP
**Front End:** Backbone, jQuery, underscore.js, Meteor.js
**Back End:** Spark, Hadoop, Hive, Django, mongoDB, MySQL
**Familiar with:** Unix, Xcode, Git, MVC, Distributed Systems

## Experience

Polar                                                    Jan 2016 - Apr 2016
Software Developer: Analytics Team
- Worked on various data aggregators, written in **Python** and **Clojure**, solving scalability and Data Science related problems.
- Built a large portion of a new **Spark**-based analytics pipeline.
- Learned about **Distributed Systems** and building VM clusters.

Hootsuite                                                May 2015 - Aug 2015
Software Engineer: Publishing Team
- Worked on Hootsuite's main web dashboard, primarily on the publishing and posting workflow that affected millions of users.
- Lead developer on the Hootlet **Chrome Extension**.

Polar                                                    Sept 2014 - Mar 2015
Software Engineer: Customer Success Team
- Designed native ad placements and wrote scripts to dynamically insert them into high-traffic publisher webpages.
- Developed cross platform publisher apps (**iOS** and **Android**)

## Projects

ChamberCrawler3000
- Made a roguelike text-based game written in **C++** in a group of 2.
- Utilizes core **OOP** concepts and design patterns.

LinkBreaker
- Built a Minimal **Chome Extension** built at YHack '16 that transforms links on a page into bricks and starts a game of brickbreaker.

## Education

University of Waterloo (Waterloo, ON)          Sept 2013 - Jun 2018
                                                             (expected)

3A Honours Computer Science, Co-op
Management Studies Minor