

DANIEL HOPPER

I write code in Python, JavaScript, C++, Ruby, Java, and Scala

I have used Hive, Pig, Django, MongoDB, and MySQL

I have made things with Spark, Hadoop/HDFS, Meteor.js, and TensorFlow

I am interested in distributed systems, UI design, and machine learning



EXPERIENCE

A9 | Machine Learning Engineer | Fall 2016

- Trained a ranking model for Amazon Softlines, following the full process of data gathering, sampling, feature selection, and understanding the model's behaviour
- Built a tool for concurrent training of multiple classifiers using a sample of query data and customer segmentation data, with the goal of finding correlations in purchases for certain groups of people
- Conducted feature engineering experiments with large datasets, involving efficiency optimized development in R and Python with the pandas library

POLAR | Analytics Infrastructure Engineer | Winter 2016

- Built a large portion of a new Spark-based analytics pipeline, using both the Spark SQL and Spark Streaming APIs for near real-time streaming and storing of analytics from Polar's MediaVoice platform
- Worked on various data aggregators written in Python and Clojure, with a Django backend
- Created distributed VM clusters as test environments for Hadoop and Spark-based applications

HOOTSUITE | Full Stack Web Developer | Summer 2015

- Worked on the publishing and posting workflow in Hootsuite's main web dashboard, across both the frontend (Backbone JavaScript framework) and backend (Zend PHP framework)
- Designed and implemented major changes to the Hootlet Chrome extension as lead developer



PROJECTS

LINKBREAKER | JavaScript, Chrome Platform |  git.io/vrn9P

- Chrome extension which animates links on a page into bricks and starts a game of brickbreaker

POKEPRINT | Node.js, PokeAPI |  git.io/vrn9b

- CLI that mimics a Pokedex – complete with stats, type matchups, and move pools



EDUCATION

UNIVERSITY OF WATERLOO | Waterloo, ON | 2018

4A Honours Computer Science

Management Studies Minor