Daniel R. Murtha

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Skills:

https://GitHub.com/Demonslyr

Languages: C# .Net Core/Framework, JavaScript, MSSQL/PostgreSQL, Python, C++, Java, Haskell
Tools: Kubernets, Docker, Jenkins, Octopus Deploy, AWS Cloud Development, New Relic, Splunk, Github, Postman, Profession Scrum Master I, SQL Server Management Studio
Other: Eagle Scout, Japanese, HAM Radio Tech

Education:

University of Kansas; Bachelor of Science in Computer Engineering GPA: 3.33 — Graduated 2016
Kansas City Kansas Community College; Associates of Science — Graduated 2010
J.F. Obirin; Study Abroad - Intensive Japanese Language Study — Summer 2016

Professional Experience:

VinSolutions, Software Engineer I, II, Senior — Aug 2016 - Present
Mission, KS 66202

- Owned and expanded a developer portal, used by 18 dev teams, which managed the process of application deployments and provided a dashboard with a near real-time overview and history of deployments and app automation.
- Took initiative to build a service layer for the developer portal to replace the integration with Zapier which increased portal responsiveness and reduced costs paid to Zapier.
- Worked with my team to develop the companies first cloud based content management system for storing and serving terabytes of data to handle an ever increasing demand that would overwhelm the company's hardware.
- Developed, with my team, multiple integrations with third parties and sister business units to unify previously desparate user experiences across the company's user-facing products.

VinSolutions, Software Engineering Intern — May 2015 - June 2016
Mission, KS 66202

- Developed .Net web application to help automate manual deployments saving lost developer time.
- Worked in an AGILE development team to maintain the VinSolutions CRM.

University of Kansas, Undergraduate Research Assistant — June 2014 - May 2015
Lawrence, KS 66045

- Helped to replace FPGA based UAV radar signal processing system with an Nvidia Tegra K1 microprocessor.
- Developed a multi-threaded signal processing pipeline utilizing Boost and FFTW v3 libraries in C++.
- Performed benchmarking and pipeline optimization on code to meet real-time performance benchmarks.

University of Kansas School of Engineering EECS Shop, Senior Student Hire — March 2014 - May 2015
Lawrence, KS 66045

- Operated and maintained the LPKF Circuit mill and provide technical support for Cadence/PSPICE.
- Maintained engineering labs and performed life-cycle replacements for hundreds of EECS workstations.
- Received and track shop inventory.
- Trained new and managed current student hires.

Chief Information Office (G6), Computer Technician — July 2012 - March 2013
Fort Leavenworth, KS 66027

- Department of Defense Secret clearance.
- Performed data recovery on users' computers; restoring their files to operations.
- Conducted training for users on multiple devices and subjects.
- Performed tasks involving Hardware/Software troubleshooting, SCCM management, System building, and Life Cycle Replacement.

Projects:

Unnamed Project: React native mobile application to support professional and amateur mixologists with a backend hosted in kubernetes.
OWOConverter: A fun serverless application used to evaluate the ease of developemnt with kNative, a serverless framework for Kubernetes.
UAV Radar Detection: Augment UAV flight computer with object detection/tracking and collision avoidance utilizing an NVIDIA Tegra K1.
JSho: A JavaScript-based arcade style bullet swarm game utilizing HTML 5 canvas.
RealViz: A spectrum analyzer visualization for streaming. Utilizes the Minum library with Processing2 on top of Java to generate real-time visualizer from audio inputs using Fourier transforms.
Dev Ops FileSync: C# .Net application to sync Dev and QA servers for application deployments at manual intervals or by automatic schedule.