

Daniel R. Murtha

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Skills:

Languages: C# .Net Core/Framework, Node, Reactjs, Typescript, MSSQL, PostgreSQL, Python, LaTeX, C++, Java, Haskell

Tools: Kubernetes, Docker, Jenkins, Octopus Deploy, AWS Cloud Development, Argo CD, Linux, Windows, OSX, New Relic, Splunk, Elasticsearch, RabbitMQ, IdentityServer4, Redis, SocketIO, Github, Postman

Other: Eagle Scout, Japanese, Professional Scrum Master I, HAM Radio Tech

Education:

University of Kansas; Bachelor of Science in Computer Engineering GPA: 3.33

Kansas City Kansas Community College; Associates of Science

J.F. Obirin; Study Abroad - Intensive Japanese Language Study

github.com/Demonslyr



Graduated 2016

Graduated 2010

Summer 2016

Professional Experience:

Cox Automotive - Senior Engineer, Technical Lead

Mar 2020 - Present

Mission, KS 66202

- Lead a high-performing team of developers to enhance and maintain the company's AWS hosted automated marketing platform.
- Mentored mid and junior developers to enhance their skill sets and advise them on opportunities for growth.
- Planned and negotiated with stakeholders and senior leadership to prioritize upcoming feature and epic level work.
- Coordinated cross team collaboration for shared and dependent feature development.

VinSolutions - Software Engineer I, II

Aug 2016 - Mar 2020

Mission, KS 66202

- Established standards for CICD processes as well as application structure, logging, and monitoring.
- Developed multiple integrations with third parties and sister business units to unify previously disparate experiences across the company's user-facing products.
- Maintained and enhanced background workflows for tracking and predicting customer equity data for marketing services.
- Designed and delivered the companies first soft pull integration allowing users to offer real-time pre-qualification services.
- Enhanced a high value marketing segmentation and delivery engine allowing customers to create focused marketing campaigns.
- Worked 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.
- 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.

VinSolutions - DevOps Developer

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 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 department workstations.
- Trained new and managed current student hires as well as received and tracked shop inventory.

Theodore Naish Boy Scout Reservation - High Ropes Course/Climbing Director

May-Aug 2010-2014

Lawrence, KS 66045

- Responsible for staff training and coordination for the Camp Naish high ropes course and climbing programs.
- Enforced climbing safety policies laid out by the Heart of America council.
- Worked closely with my staff to plan and facilitate summer long climbing and team building programs for campers.
- Reviewed customer feedback to adjust the program, prepared end of year reports evaluating program performance, and provided recommendations to enhance future programs.

Projects:

Unnamed Project: React native mobile application to support professional and amateur mixologists hosted in Kubernetes.

Atriarch Simc: A ReactJs, C#, and Node service utilizing an asynchronous architecture to provide functionality for simulating game characters using SimulationCraft via a web interface.

OWOConverter: A fun serverless application used to evaluate the ease of development with kNative, a serverless framework for Kubernetes. Converts 500 word lorem ipsum paragraphs at around 1000 request per second.

UAV Radar Detection: Augment UAV flight computer with object detection/tracking and collision avoidance utilizing an NVIDIA Tegra K1.