Daniel R. Murtha

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github.com/Demonslyr

Skills:

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

Tools: AWS Cloud Development, Kubernetes, Docker, Jenkins, Octopus Deploy, 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 — 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:

Cox Automotive - Lead Software Engineer, Scrum Tech Lead — Dec 2021 - Present

Mission, KS 66202

- Created and maintained the DirectMail marketing channel for our marketing tool serving over 230 dealers
- Set up Snowflake queries to share marketing platform segments with the advertising teams
- Maintained a url redirect service, handling Call to Action click events, creating leads, then redirecting to the configured landing page
- Facilitated multiple application knowledge transfers and handoffs to other teams as my team was refocused to another project
- Fostered a collaborative team environment where anything could be questioned and clarity of expectations, measurable requirements, and open communication was promoted
- Prioritized work distribution to challenge and grow developers balancing productivity against exposing devs to tasks or technologies they were less experienced with
- Supported other development teams to implement free text search using Mongo Atlas for our consumer data store and new aws workflows for sales data ingestion

Cox Automotive - Senior Engineer, Scrum Tech Lead — Mar 2020 - Dec 2021

Mission, KS 66202

- Lead a high-performing team of developers to enhance and maintain an 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.

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.