David Horn Engineering generalist with a product focus

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I am a technology leader with 20 years of experience building products and platforms on the web, desktop, and mobile. I like building things and leading teams. Now I'm looking for new problems to solve.

Topics I'm exploring

Products that serve the esports community
Procedural generation of solar systems and exoplanets
Game design of rogue-likes

What I've used lately to solve problems

Technology

Python
Objective-C
Typescript + React
Tesseract
FFmpeg

Frameworks & Platforms

Django
Google Cloud
AWS
Firebase

Processes & Tools

Agile
Git
Jenkins
Firebase Analytics
Jira & Confluence

What I'm Learning

Tensorflow
GANs

Some of the projects I've worked on

Trophy

https://trophy.gg

Esports social media

Python   R   Typescript + React   Django   Firebase   ffmpeg   Tesseract OCR   Google App Engine   Google Datastore   MySQL

Trophy is a social media network for sharing your gameplay achievements, including clips and stats. A desktop app records gameplay, analyzing it for clips and stats that the player can see when they've finished their gaming session and share with friends.

The web site is served on Firebase with React, which is powered by a REST API written in Django and hosted in Google App Engine. The desktop app is built with Electron and React with support from ffmpeg and tesseract. I developed the backend, website, and desktop app.

Creator Dashboard

https://dashboard.twitch.tv

The creator site for Twitch

Go   Typescript + React   AWS

The Creator Dashboard is Twitch's portal for people who stream on their platform. Before this existed, creators used mostly third party tools that used Twitch's APIs while live. It was completed in 8 months, and launched in beta during the keynote at TwitchCon.

I was DRI for the project from its inception, owning engineering, project management, and stakeholder communication. I also delivered several features when time allowed, including the Stream Manager stats bar.

DisneyLife

The Disney+ test market product

Python Objective-C Java for Android HTML5/Javascript Django MySQL Google App Engine Google Datastore
Jenkins Apteligent

DisneyLife was the test market product released before Disney+, Disney's SVOD service. In addition to SVOD, it offered access to Disney music, books, and live streams of Disney TV channels. It supported the web, iOS, tvOS, Android, Android TV, Kindle Fire, Fire TV, and Chromecast. It was available in the UK, Ireland, and Philippines prior to the launch of Disney+ in those markets.

I was the technology leader for the product since its inception in 2013 until my departure. The team started with 8 engineers and ended at 38. I also served as the product leader for a/b testing and personalization.

Morse Taps

End of Life

Learn morse code

Objective-C Firebase

Morse Taps is a side project developed to gain more hands-on experience with Apple's app store and mobile app marketing. It uses the Firebase stack for analytics and funnel management.

I designed and built the app in objective-c with sections of native C for audio performance, since exact timing is critical for morse signals.

Voltron

Internal App

Analytics and data-mining platform

Python Tableau Django MongoDB MySQL/PostgreSQL Agile SCRUM

Voltron is a collection of tools designed to support a large-scale analytics pipeline consisting of data collection, metadata management, storage, ETL, and analysis. Since the customers of an analytics suite tend to have disparate needs and technical backgrounds, there are various mechanisms in place to support them: AJAX/JSONP, SQL, and Python. Since its release, it has taken a life of its own, supporting web-based dashboard projects, Tableau reports, and Excel-driven reporting.

Companies I've worked for

Trophy Interactive

Cofounder and CEO
Apr 2020 - present

During quarantine, I chose to cofound a startup focused on making it easier to become a fan of esports. I served as CEO, head of product, and full stack engineer. During this time, we built a web and desktop product that went through four major iterations, applying lean startup methodologies before arriving at its current concept.

Amazon Twitch

Senior Manager, Engineering
Feb 2019 - Apr 2020

The Creator Business team was responsible for building and maintaining the tools and services streamers used while live on Twitch. I was responsible for engineering, technical product, and project management of this team.

During my tenure, the team was responsible for 13 services in live operations, and launched a high profile project for Twitch, the creator dashboard, on time for TwitchCon within eight months of its greenlighting.

Disney DCPI

Director, Engineering
Aug 2010 - Jan 2019

I was the technology leader for Disney Interactive Labs, reporting directly to the single thread leader of Labs. I was responsible for all engineering of new business incubation at Disney Interactive. In this position, I led the team that launched Mickey Video and DisneyLife. In early 2017, I expanded into leadership for the entire portfolio of media apps at DCPI, including Star Wars, Disney LOL, Disney GIF, and Disney Story Central.

I built this engineering organization from scratch, beginning with 3 engineers in Los Angeles. On my departure, I managed a team of 46 in four cities, participated in the patent committee, and sat on the technology steering committee at DCPI. I was also a regular invited speaker on various technology and engineering leadership topics, representing Disney at conferences.

Yahoo! Membership Platform Team

Technical Intern
Jun 2008 - Sep 2008

In the middle of my statistics degree I spent the summer of 2008 interning for Yahoo's membership team. At the time, Yahoo! was embracing open standards such as OpenID and OAuth, which I helped execute.

Total Tech

Software Architect
Jun 2006 - Jun 2007

I contracted with Total Tech to develop an application to handle deployment of software for businesses with small distributed environments such as Habitat for Humanity. I designed and implemented a client-server architecture that gave a business administrator the ability to install and uninstall Total Tech-licensed software from a web interface.

Websense Enterprise Applications Group

Programmer/Analyst
Jun 2002 - Jul 2005

Focusing on internal tools, I built several applications to increase efficiency throughout the company. Mainly servicing the technical services department, I conceived, designed, and implemented a replacement to their ticketing system: CWBI. This system emphasized usability and low maintenance. This solution was in place for five years until SaaS CRM offerings matured.

Patents

Content Promotion Through Automated Curation of Content Clips

US Patent 10911803

Issued Apr 16, 2020

Inventors: David Horn, Michael McNabb, Jason G. Fong

Automated Conversion of Vocabulary and Narrative Tone

US Patent 10810382

Issued Oct 20, 2020

Inventor: David Horn

Education

California Polytechnic University B.S. in Statistics

Class of 2010

Favorite Topics

SAS
Graph Theory
Visualization

Research Project

I explored various projects and methods of applying statistical methods on social media datasets. My senior thesis described how to approximate PageRank using imperfect knowledge of the graph.