

David Horn

Engineer and Statistician. I like building things and leading teams.

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I am a technology leader with 10 years of experience helping The Walt Disney Company build their SVOD and AVOD platforms. Now I'm looking for new problems to solve.

Topics I'm exploring

Products that serve the esports community
How to simulate the creation of solar systems and exoplanets
Quantified Self

What I've used lately to solve problems

Technology

Python
Objective-C
Java for Android
R
HTML5/Javascript

Frameworks & Platforms

Django
Angular
jQuery/Backbone.js
MySQL & PostgreSQL
Google Cloud
Firebase
Raspberry Pi
Tensorflow
Unity

Processes & Tools

Agile
Git
Jenkins
Aptelligent
Jira & Confluence

What I'm Learning

Swift
Neural Networks

Some of the projects I've worked on

DisneyLife

<https://disneylife.com>

"The magic of Disney all in one place"

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

DisneyLife is Disney's SVOD service, offering access to Disney movies, shows, music, and books. It supports the web, iOS, tvOS, Android, Android TV, Kindle Fire, Fire TV, and Chromecast. It is available in the UK, Ireland, and Philippines.

I am the technology leader for the product since its inception in 2013. The team started with 8 engineers and is now at 38. I also serve as the product leader for a/b testing and personalization.

Trophy

<https://trophy.gg> (Not Yet Released)

Esports social media

Python R HTML5/Javascript Angular Django Firebase Google App Engine Google Datastore MySQL

Trophy is a social media network designed for the esports fan. It offers news aggregation, commenting, and esports fantasy leagues. The web site is served on Firebase, which is powered by a REST API written in Django and hosted in Google App Engine. The mobile app is written in Objective-C.

I developed the backend and website, partnering with a mobile developer for the iOS app.

Morse Taps

<https://apple.co/2FhmFFX>

Learn morse code

Objective-C **Firestore**

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 Firestore 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

Disney DCPI

Director, Engineering
Aug 2010 - Present

In early 2017, I took on leadership for the entire portfolio of media apps at DCPI, including Star Wars, Disney LOL, Disney GIF, Disney Story Central, and DisneyLife. Before then, I served as head of engineering for Disney Interactive Labs, a lean team within The Walt Disney Company that incubates new products and technologies. In that position, I led the team that incubated Mickey Video and DisneyLife.

I began with 3 engineers in Los Angeles. I now manage a team of 60 in four cities, participate in the patent committee, and sit on the technology steering committee at DCPI. I also occasionally give talks and represent 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.

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.