DANIIL KUBATKO

San Francisco Bay Area, CA

| github.com/dkubatko |

EDUCATION

Bachelor of Science: Computer Science *06/2020*

University of California, San Diego - San Diego

EXPERIENCE

Ecosystem Technical Lead / Gear Technologies Inc. - San Francisco, CA *08/2021 - Current*

- Led development of a Substrate WASM-based smart contract platform to a testnet release
- Provided essential protocols (ERC-721, ERC-20, Curve-AMM) to empower third-party development
- Conducted multiple technical workshops attracting more than a 1000 members to the community
- Instantiated and developed ecosystem resources, such as a Blockchain News Bot and Gear Feeds
- Managed a team of 3 ecosystem development engineers, a UX designer and 2 PR employees

Software Engineer / MyCase Inc. - San Diego, CA *06/2020 - 08/2021*

- Participated in multiple business critical projects as a part of an efficient, agile team
- Executed a platform wide Elasticsearch update that was originated as a hackathon project
- Delivered fully featured Google and Outlook calendar integrations replacing a deprecated service
- Co-mentored and supervised two software engineering interns promoted to full-time engineers

Software Engineering Intern / Appfolio Inc. - San Diego, CA *06/2019 - 09/2019*

- Quickly embraced a technology stack of Ruby on Rails and React with TypeScript
- Led a team of fellow interns to complete a substantial project
- Implemented a feature resulting in 5x task completion timespan decrease
- Developed multiple complex components featured on the company's landing page

PROJECTS

Hackathon Organizer - HackXR @ UCSD

- Managed 5 teams as an Executive at TritonXR, a VR-focused student club at UCSD
- Arranged logistics for one of the biggest VR-themed hackathons with 500+ applicants
- Oversaw marketing, sponsorships, venue planning, merchandize preparation and activities
- Raised $3000+ worth of funds from leading industry sponsors like Valve, Google and Samsung

Twitch: Bubble Text - github.com/dkubatko/BubbleText

- Developed an overlay bits-enabled extension featured by Twitch in press release
- Offered a multicomponent solution for bidirectional interaction between viewers and streamers
- Maintained a heavy interaction load from more than 50 streams with 10,000 concurrent users
- Attained high responsiveness and effective user flow using React with MobX, Python Flask and Socket.io

SKILLS

Proficient

- Python
- React with TypeScript
- Ruby on Rails
- C, C++
- MySQL, MongoDB

Competent

- Unity (C#)
- Golang
- Docker
- Rust
- AWS EC2, S3, EB