Technical Skills

- Extensive knowledge: Javascript/Typescript, HTML, CSS, GraphQL, Java, C, PostgreSQL, and MongoDB
- Familiar: Rust, Solidity, Python, Docker, Kubernetes, Helm, C++, C#, MATLAB, and Visual Basic
- Designed and built a 3D mobile application that utilizes accelerometer data with UnityScript
- Developing my personal website as an online portfolio and gallery (dakdoug.com)

Experience

Platform Engineer | Voice LLC

August 2020 - March 2023

- Architected on-chain data structures for non-fungible tokens on next generation, carbon neutral NFT platform
- Gained experience across the entire development stack from React in Typescript, to Apollo GraphQL, to PostgreSQL, to deployment in Kubernetes

Software Engineer | Block.one

June 2018 - July 2020

- Created and maintained a content addressable storage system in Typescript with GCS and AWS buckets
- Contributed signature provider and cryptography upgrades to open source library EOSJS

Software Engineer | ViaSat

Summer 2017 - Fall 2017

- Created web application with .NET framework which saves engineers hours of manual test data entry weekly
- Afforded the unique opportunity to continue working full-time through the Fall for a co-op

JavaScript Developer | SynaptiCAD

Spring 2016 – Spring 2017

- Developed web application from the ground up using React, Flux (Alt), Node.js, and MongoDB
- Linked application to a Python engine to solve and graph multiple simultaneous equations

Campus Manager | StudySoup

Spring 2016 - Spring 2017

- Led a team of 10 interns to market the StudySoup brand
- 2 Pitched to over 8,000 students and led the nation in recruitment two semesters in a row

UX Designer | Virginia Tech Information Technology

Fall 2016 - Spring 2017

- Designing user tests, collecting data, and analyzing data to improve user experience
- Advising and assisting development team in making changes to the IT website

Education

B.S. in Computer Science, Minor in Leadership and Social Change

May 2018

Virginia Tech, Blacksburg, VA

magna cum laude

Personal Project

I spent my final semester of college creating an interactive and customizable audio-visualizer. This visualizer utilizes WebGL and ThreeJS to render fractals to the beat of music in real time. I have since refined the software to allow for more flexibility and used it to generate visuals for multiple live DJ performances. I plan to continue to pursue the development of *Fractaleyez* to share audio-interactive visualizations with the world. (fractaleyez.com)

Extracurricular Activities & Positions

- Founder of Event Planning and Benefit Concert Organization, Bassyndicate LLC
- January 2019 Current
- Graphic Design/Corporate Sponsorship Committee Member, VT Relay for Life
- Fall 2015 Spring 2017

Armed Forces Special Operations Preparatory Team Member

Spring 2015 – Spring 2016