Daniel Bear

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Background

I'm a software developer with an interest in user-facing products and services. I enjoy building and prototyping things quickly. My ideal is to execute new ideas while working on a variety of components and technologies at the same time -- apps, sites, and services.

I like experimenting with new languages and frameworks. Lately I've been using JavaScript, CoffeeScript, and Python, but I have experience in Objective-C, C#, Java, ActionScript, Ruby, C/C++, and SQL. My recent project focus has been building content navigation and video playback applications for living room devices, using web technologies with data-driven server interactions.

I strive to be an independent worker and capable leader. When I have free time, I enjoy family, playing guitar, cooking, taking my dogs hiking, and reading fiction.

Education

University of California, Los Angeles, 2007
Bachelor of Science (Computer Science, Management) *magna cum laude*

Experience

Hulu

Principal Development Lead July 2012 to Present

- Founding member of Connected Devices group, growing team to 10 developers
- Led team in building Hulu Plus applications for gaming consoles, set-top boxes, smart TVs, and Blu-ray players:
  - New application for PS3, Wii U, and others
  - Original application for PS3, Roku, Wii, TiVo, Samsung, Vizio, WD TV, LG, RCA, and others
  - Client and web service application for AppleTV
  - Web service application for Sony Bravia TV and Blu-ray players
  - Web service that handles silent updates and application source targeting
- Provided technical guidance to Microsoft team building two versions of Hulu Plus for Xbox 360; Hulu now maintains codebase
- Primary technical contact for all OEM, ODM, SoC partner interactions

Software Engineer February 2008 to July 2012

Hulu Desktop ⧉

- Hulu browse/playback experience optimized for use with Apple or Windows Media Center remote controls
- Built Flash application with custom UI and playback (ActionScript 3)

- Coordinated and maintained native OS host applications responsible for system functionality on Windows (C++), OS X (Objective-C), and Linux (C, GTK)

Misc

- Member of dev leads group responsible for tech recruiting, open source involvement, and company engineering practices
- Wrote initial version and help maintain open sourced Ectyper ⬈, a Tornado-based image manipulation service
- Participated in a variety of Hackathon projects, three of which are used in production
- Contributed to a variety of other projects: hulu.com video player (Flash, AS3), external partner analytics portal (C#, extJS, Flex), internal metadata processing portal (ASP.NET), Super Bowl ad zone, etc

Other

Consultant, Deloitte & Touche LLP Summer 2006, August 2007 - January 2008

- Implemented security solutions for enterprise applications and identity management packages
- Performed formalized testing of applications/systems and documented findings

Web Chair/Designer, ACM Sigmobile MobiCom 2006 December 2005 - September 2006

- Designed/created website ⬈, coordinating updates for international organizing committee
- Created Google Maps app to present local area restaurants/attractions (Javascript, KML, Google Maps API)

Senior Graphic Designer, UCLA Daily Bruin Ad Production Department March 2004 - January 2005

- Conceptualized and created advertisement and page designs
- Performed unsupervised night post-production and final QA for daily circulation of 20,000

Side Projects

Bark Monitor

- App for iOS that monitors recorded audio and notifies user of spikes
- Used APIS for microphone, battery; used Core Plot and NUI libraries
- Built web portal and mailer service on Heroku

Wood Words ⬈

- Word game for iPhone in which a drag gesture is used to highlight words in the grid of available letters
- Implemented client/server high scores board, usage analytics, and bug reporting on Google App Engine

Math Psychic ⬈

- Simple navigation controller app that predicts the number in mind by using elementary algebra
- Integrated AdMob for banner display ads