Dane Tuso

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Passionately driven towards radical, innovative, and disruptive technologies.

Willing to relocate: Anywhere
Authorized to work in the US for any employer

Work Experience

Lead Engineer

Startup in Stealth   -   Irvine, CA
2016 to May 2017

Architected global elastic cloud infrastructure to dynamically spin up resources across a disparate set of cloud providers using Digital Ocean, AWS, a number of other providers, KVM virtualization, Ansible, PHP, and Python. Implemented a global monitoring and metrics system to control the dynamic allocation and deallocation of cloud resources. Team management through Atlassian tools, ensuring best workflow and deployments. Built a database and API system to allow communication across the entire infrastructure using Cloudant, SQL, and Lumen. IOS/Android software development for the UI/UX implementation of the consumer software in Swift/Objective C/Inline C/Java. Core library work to facilitate actual network and security communication services using C.

Senior Backend Engineer

Staminus/StackPath (Security/Hosting/Communications)   -   Irvine, CA
2015 to August 2016

Staminus was a global provider of cyber security through hybrid DDoS mitigation service utilizing cloud and on-premises hardware appliances. I architected and engineered several aspects of the network, maintained and added to existing appliance softwares, provided enterprise customers with support, and built custom implementations for companies such as Advania, Huawei, and Neverfail. I regularly worked with PHP, and had a lot of time on Juniper and Cisco hardware. A lot of my experience involved making live fixes and security implementations while under high pressure.

Some things I used and performed from day to day were: Onboarding all enterprise level customers, managed a team of 2 operations support techs, worked on our proprietary security software in C/HHVM, Traffic Monitoring application bug fixes and feature requests daily in HHVM/PHP5, Automation of all processes through Ansible, Live swings and nulls as appropriate for high value customers, Creation and design of the user panel flow and features (including the backend hooks to all of our on-premise and hosted appliances), rDNS/Proxy setup, AC/PDU/UPS/Generator maintenance and monitoring, Hands on maneuvering and troubleshooting with very expensive equipment (fiber and copper communications), Application and server development using PHP/Bash/Python/Scala/Go/Inline C/VTYSH, Setting up of BGP over GRE tunnels for most customers and internal operations, and handled internal operations such as printers, phones, etc.

I was also the main tech for trips to One Wilshire DataCenter for maintenance and emergency fixes at our PoP there. During the acquisition process, I was in meetings with all CTO's and CEO's for planning and technical discussion, commonly travelling to the MaxCDN office in LA, as well as attending/representing at trade shows and events such as NANOG.

Intreppid was Staminus's child company designed for renting out unused dedicated machine space in our datacenter. The website and panel were run using WHMCS. The operations team I managed also handled tickets and support for Intreppid. I engineered backend software for automation and deployments. I also maintained and added features weekly to our in house ticketing system and staff portal. (Most technical operations were performed through the staff/admin panel, which was designed and operated in Smarty/PHP and hooked directly into the API I implemented to control the backend aspects of the network (PHP/C/Bash).

Staminus has developed and currently maintains its own global patented scrubbing technology, scrubbing centers, and network backbone across the world.

Staminus was acquired in 2016 for 12x revenue by StackPath, a global cyber security firm with nearly $200M in funding. After this, I worked with Atlassian tools and gained more experience working on networks designed for CDN, VPN, DNS, and application layer security.

Founder
Visualistic Studios (Game Development/Design)
2013 to May 2015

I founded this company while attending high school. It was personally funded. Ryan Hobbs and I grew our company from 3 to 14 employees within the first year. We worked on two indie titles. Here, I gained experience in leading a team, marketing, SEO, basic content creation and UI design, 3D Modeling, and Unreal Engine 4.

Education

DIPLOMA
EDISON HIGH SCHOOL

Links

https://www.linkedin.com/in/dane-tuso-962397101/

Certifications/Licenses

Interpersonal Communications
September 2016 to Present

Landmark courses on Interpersonal Communication and Leadership.

Additional Information

Agile software engineering and architecture design. Network engineering, internet, information, and computer systems security. IP, TCP, UDP, and other application and communication protocols (VPN). Firewall design and architecture. DDoS detection and basic mitigation. Cloud architecture design and operations. 3D game development and design.

Strategic leadership and tactical management. Business development and partnerships. Product design and project management. Public and media relations.