

Daniel Bear

danhbear@gmail.com

310-560-0970

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.

Lately I've been using JavaScript, CoffeeScript, Python, Objective-C, and Ruby, but I have experience in C#, Java, ActionScript, 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

Principal Development Lead, Hulu 2011 to Present

Projects

- 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
- Primary technical contact for 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

Lead

- Founding member of Connected Devices group, growing team to 10 developers
- 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 Tomado-based image manipulation service
- Participated in 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

Patents

- [U.S. Patent Application 20100303440](#), Method and Apparatus for Simultaneously Playing a Media Program and an Arbitrarily Chosen Seek Preview Frame, filed May 2009
- 4 patents applications, currently within confidential window, filed 2012

Software Engineer, Hulu 2008 to 2011

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)

Consultant, Deloitte & Touche LLP 2006, 2007 - 2008

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

Web Chair/Designer, ACM Sigmobility MobiCom 2006 2005 - 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 2004 - 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 Present [↗](#)

- iPad app that monitors recorded audio and notifies user of spikes
- Used APIs for microphone, battery, CoreData; used Core Plot, NUI, AFNetworking libraries
- Built real-time web portal and mailer service (Rails, MongoDB, Bootstrap, Heroku)

Wood Words 2010 [↗](#)

- iPhone word game 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 2009 [↗](#)

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