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 work across a variety of components and technologies -- apps, sites, and services.

Lately I've been using C#, JavaScript/CoffeeScript, Python, and Objective-C, but I have experience in Ruby, Java, ActionScript, C/C++, and SQL. I'm currently working on news and social content experiences for mobile and desktop. Previously I focused on video navigation and playback applications for living room devices.

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

Software Engineer, Flipboard 2013 to Present

- Led team that built Flipboard for Windows 8 and Windows Phone
- Code contributor to other projects: flipboard.com, iOS, Android, Briefing (bundled on Samsung devices)
- Primary technical contact for Microsoft and Nokia

Principal Development Lead, Hulu 2011 to 2013

Projects

- Led team that built Hulu Plus applications for gaming consoles, set-top boxes, smart TVs, and Blu-ray players:
  - Built applications for PS3, Wii U, Roku, Wii, TiVo, Samsung, Vizio, WD TV, LG, RCA, and others
  - Web service and client application for AppleTV
  - Web service application for Sony Bravia TV and Blu-ray players
  - Web service that handles application updates and A/B source targeting
- Primary technical contact for Microsoft team building two versions of Hulu Plus for Xbox 360; transitioned codebase to Hulu
- Primary technical contact for all OEM, ODM, SoC partner interactions

Lead

- Founding member of Connected Devices group, growing team to 10 developers
- Co-founded Seattle office, growing team to 30
- Member of dev leads group responsible for tech recruiting, open source involvement, and company engineering practices
- Wrote initial version and maintained open sourced Ectyper ⬈, a Tornado-based image manipulation service
- Participated in Hackathon projects, three of which are used in production
- Code contributor to 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
- U.S. Patent Application 20130339500 ⬈, Simulation of Network Conditions for Video Delivery, filed June 2012
- U.S. Patent Application 20130340022 ⬈, Architecture for Simulation of Network Conditions for Video Delivery, filed June 2012
- U.S. Patent Application 20140156805 ⬈, Remote Automated Updates for an Application, filed May 2013
- U.S. Patent Application 20140181877 ⬈, Device Activation Using Encoded Representation, filed May 2013

Software Engineer, Hulu 2008 to 2011

Hulu Desktop ⬈

- First 10ft Hulu experience, optimized for use with Apple or Windows Media Center remote controls
- Built Flash application with custom UI and playback (ActionScript 3)
- 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 Sigmobile MobiCom 2006 2005 - 2006

- Designed/created website ⬈, coordinating updates for international organizing committee
- Embedded Google Maps to present local area restaurants/attractions (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 audio record/playback, CoreData; used Core Plot, AFNetworking libraries
- 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
- Backend for high scores leaderboard, 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