

## Goal

Use my experience and leadership to help a team grow and produce high quality software

## Experience

- 2020–2023 **Software Engineering Team Lead, PartnerStack**
  - Python (Flask, SQLAlchemy), Vue, PostgreSQL
  - Led the communications team in charge of email sending, campaign creation, and chat
  - Held weekly 1-1 meetings with individual engineers, acting as a mentor and coach
  - Performed biyearly performance reviews and career planning for engineers
  - Ran Scrum meetings for the team and worked closely with product and design
- 2019–2020 **Senior Full Stack Software Engineer, Opencare**
  - Node, React, Sails, Nest, Next, PostgreSQL, AWS
  - Implemented integration with invoicing system handling over \$100k in monthly revenue
  - Led architecture and implementation of web app for specialists to verify dental insurance
  - Developed product features for dental marketplace app with over 200k monthly hits
- 2018–2019 **Co-founder, CTO, Full Stack Software Engineer, Compliance Master**
  - Python (Flask, SQLAlchemy, pandas), PostgreSQL, AWS, React
  - Collaborated with subject matter expert (co-founder) to design a product to allow compliance officers to quickly and easily complete common tasks
  - Personally designed and implemented as a SaaS product
  - Handled importing and analyzing stock trade and price data, over 50,000 records daily
- 2016–2018 **Full Stack Software Engineer, Canopy Labs**
  - Python (Flask, SQLAlchemy), MySQL, AWS, AngularJS
  - Created back end systems for a data driven marketing and analytics SaaS product
  - Point of contact between development team and data science/machine learning team
  - Increased record ingestion rate from less than 10/second to more than 300/second
  - Designed and implemented system used to send over 10,000 scheduled and triggered personalized emails per day
  - Secondary team lead, led knowledge sharing sessions, and won first place in company wide hack day
- 2015–2016 **Independent Game Design and Development**
  - Python, C#, Unity
  - Designed and developed a custom python game engine for rapid prototyping
  - Created many video and board game prototypes

2013–2015 **Software Engineer**, *Geomechanica*

- OpenCL, C++, Python, Qt
- Sole developer for majority of development and testing of Irazu, software for finite discrete element (FDEM) simulation
- Implemented FDEM algorithm on the GPU using OpenCL, reducing the time to run a simulation from days to hours
- Oversaw and assisted intern development of the Irazu GUI

2009–2010 **Software Engineer**, *University of Toronto Computational Biology Lab*

- C, OpenMP, Python
- Developed software for combining short DNA reads into a complete genome
- Implemented as a parallel algorithm using OpenMP achieving a 2-5 times speedup over similar software
- Administered lab computational resources

2008–2009 **Software Engineer**, *University of Toronto Citizen Lab*

- Python, Excel
- Developed and used software to analyze and detect internet censorship from data collected around the world

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## Education

2021 **Managment Training**, *Raw Signal Group*

2010–2012 **Master of Science**, *University of Toronto*

Specializing in Theory of Distributed Computing

Thesis: *A Pedagogical Presentation of the BG-Simulation*

Advisors: Sam Toueg and Vassos Hadzilacos

2005–2009 **Honours Bachelor of Science**, *University of Toronto*, 3.55 GPA, With Distinction  
Double major in Computer Science and Physics with a minor in Mathematics

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## Technical Skills

Languages Python (Flask, SQLAlchemy), JavaScript/TypeScript (React, Node, Angular), C/C++, OpenCL, C#

Cloud AWS (Lambda, RDS, Batch, Cloudfront, Cloudwatch), Docker

Databases PostgreSQL, MySQL

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