

# Daniel Battaglia

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## Core Competencies

Building distributed systems, infrastructure and frameworks, with a strong emphasis on code quality and performance

## Languages

C#, C++, Javascript, SQL

## Frameworks

Asp.Net, Akka.Net, Angular.js, Win32, STL, JUCE

## Technologies

SQL Server, MongoDB, Redis, Elastic Search, RabbitMQ, Node.js, Git, Bamboo, Docker, Vagrant

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## Experience

### Lead Architect

Jan 2016 - Present

*TMP Worldwide*

- Technical lead for the software architecture team and core TMP platform, providing guidance, code and architectural review as well as hands on coding
- Work closely with the devops team to improve the companies' server provisioning and continuous integration solutions, ensuring fully automated server provisioning
- Research and implement new technologies and patterns for improving the software platform, such as microservice architecture, actor model, event sourcing and containers

### Technical Architect

Sept 2015 - Jan 2015

*ADP Lifion*

- Worked as part of an agile team responsible for building a new authorization system for the companies' new software platform
- Heavy daily use of cutting edge technologies such as Node.js microservices, Docker and Vagrant
- Researched potential data storage and data pipeline technologies for handling a large volume of transactional data, including Couchbase and MongoDB for storage and Apache Samza / Kafka for a data pipeline

### Software Architect

Feb 2012 - Sept 2015

*TMP Worldwide*

- Strong focus on building and maintaining high traffic, high performance systems used by thousands of recruiters and millions of job seekers every day
- Developed core shared application frameworks for performing common development tasks, such as authentication, authorization and organizational hierarchy traversal
- Created a robust asynchronous application messaging solution using RabbitMQ
- Designed and implemented continuous integration and continuous delivery strategies for deploying TMP's applications to every environment in an automated and reproducible way
- Performed regular code reviews and design sessions with other developers and architects

**Software Developer****Sept 2010 – Feb 2012***Centris Group, LLC*

- Responsible for developing new product features for a large-scale education industry web application, deployed across multiple production environments
- Strong emphasis on developing distributed systems, using concepts such as web services, message queues and inter-process communication
- Built custom toolset used for customer data imports/ETL

**Software Developer****Sept 2008 – Sept 2010***ConEst Software Systems*

- Responsible for development of new features for a customer-deployed client/server application, used by electrical engineers for project management and estimating
- Developed an end-to-end deployment solution for the companies' .Net application suite, using InstallShield and custom scripts.
- Designed and developed a custom CI server application, used for automating the creation of deployment packages to customers and quality assurance engineers

**Release Engineer****April 2008 – Sept 2008***Centris Group, LLC*

- Responsible for building and maintaining the companies' automated build and deployment systems for a suite of .Net web applications
- Development of internal tools used to aid deployment, development and QA teams

**Software Developer****Sept 2007 – April 2008***Federated Payments*

- Responsible for development of web based internal-use tools for customer management and telemarketing teams
- Developed a solution for connecting the companies existing telemarketing software system to connect with Skype

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**Additional Projects****Consultant/Developer****2008 – 2009***Annenberg Foundation*

- Developed an end-to-end web-based solution for automating processes used by the company for tracking customers and contractors/consultants.

**Consultant/Developer****2006 – 2008***Monome*

- Created software used to interface between the companies' open source hardware devices and various music software packages over various protocols (USB, UDP and MIDI)
  - Ported their original OSX-based C++/Objective-C written software to Microsoft Windows, using C++, the MFC framework and open source libraries
  - Code on Github (originally hosted on SourceForge):  
<https://github.com/monome/monomeserial/tree/master/windows>
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## Education

**Five Towns College**  
*Audio Engineering/Business Management*

**1998 – 2000**

**Stony Brook University**  
*Business Management*

**2000 – 2001**

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## Links

- Github: <https://github.com/daniel-bytes/>
  - Stack Overflow: <http://stackoverflow.com/users/1335395/dbattaglia>
  - Hacker News: <https://news.ycombinator.com/user?id=dbattaglia>
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Check out the source code for this resume on Github: <https://github.com/daniel-bytes/resume>