Daniel Rivas

Software Developer

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Passionate software developer with a strong focus on good design and implementation. Enjoys working on data-intensive applications, server-side programs, cli-tools, and libraries. Experienced in different general-purpose programming languages, including **Go**, *Java*, *C++* and *Python*; and web-related technologies such as HTML, CSS, Javascript, Elixir, Node.js, Backbone.js, AnguarJS, and React.

Education

- **A.S. Computer Science**. *2016–2018*
  Houston Community College
  United States
  Cum Laude graduate

- **B.E. Software Engineering**. *2013–2015*
  Universidad Nacional Experimental Táchira
  Venezuela

Skills

- **Good at communicating**. Working in teams, motivated, fast learner, and used to working fast paced and flexible environments.

- **Experienced in multiple programming languages**. *C++*(proficient), *Java*(expert), *Python*(proficient), and *Go*(expert).

- **Server-side development**. Worked with databases, API design and implementation, and data cleaning and processing.

Experience

- **Open-source**. *2015–present*
  Creator and maintainer. System level apps, music player, audio encoding/decoding, and dev utilities.

- **Freelancing**. *2015–present*
  Software developer. Successfully designed and deployed multiple web services.

- **FixComputing**. *2014–2015*
  Full-stack web developer, Venezuela.

Projects

- **gom**. API mocking and dummy data server written in *Go*.

- **Dobro**. Pandora CLI client for the *Pandora API*.

- **Botellier**. Distributed key-value data store similar to *Redis*.

- **Earwax**. Audio decoding library written in *Rust* and *ffmpeg*.

- **Marquee**. Markdown compiler written in *Haskell*.