Daniel Kimball

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Work Experience

Meta Platforms (Facebook, Instagram)

May 2021 - April 2024

Software Engineer (Full Stack)

3 years

- Promoted to Mid-Level Software Engineer, receiving Redefined Expectations (Highest Performance Rating only given to ~2% of employees), within one year of joining Meta.
- Launched the Elastic Compute Interface, playing a crucial role in supporting Meta's
 Efficiency Program which is projected to save the company ~\$1.5 2 billion annually by
 optimizing product cost performance.
- Mentored and trained **six** junior to mid-level developers on Meta's capacity management workflows and coding best practices, fostering a culture of continuous learning.
- Managed the Resource Management Platform, relied on by Meta Executives, including the *Director of Infrastructure*, for quarterly budget decisions.
- Optimized large data pipelines (~2 TB of daily metadata), improving server response time by over 1000% and enhancing overall application performance.
- Collaborated with numerous cross-functional teams to develop internal tooling, resulting in **~100% increase** in performance wins on the platform.
- Conducted code reviews to ensure high-quality, maintainable, and secure codebase.
- Led *10+ technical interviews*, helping hire and onboard new engineers to enhance team expertise.

Projects

Al-Powered Instagram Caption Generator (React.js, Typescript, Javascript, OpenAl API)

• Built a React app with a Node.js backend to generate creative Instagram captions using OpenAI's GPT-4 API and image recognition.

Blind75 LeetCode Repo (Python, Git, Data Structures & Algorithms)

 Implemented and showcased solutions to Blind 75 LeetCode problems in Python, demonstrating proficiency in data structures and algorithms for technical interviews.

Skills

Programming Languages: JavaScript, TypeScript, Python, PHP, Java, C++, Rust

Web Technologies: React.js, GraphQL, Angular, Vue.js, HTML5 **Backend Technologies:** Node.js, Express.js, Django, Ruby on Rails

Databases: SQL, MongoDB, Redis

Education

B.S. Computer Science | Stevens Institute of Technology | 3.9 GPA | 2021