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# DANIEL BACHLER

## Software Engineer

Full Stack Developer | Functional Programming Enthusiast | Former Photographer & Film Director

Polyglot software architect and engineer with 10+ years experience, a majority of them leading a remote team of engineers. Designs and implements lasting software solutions that are a joy to use. Background in photography and film directing led to strong design, communications and leadership skills. Often finds himself translating between management and engineers. Enjoys learning new things and teaching others. Fluent in English and German.

Comfortable with both working in teams and on his own. Has a keen eye for process inefficiencies and regularly evaluates if different management or technical solutions can improve the output of the team (e.g. introduced Scrum for certain phases in the last big project; ensured rigorous branching discipline in the DVCS; deployed a CI service for nightly release builds and automated testing, ...)

Most recently used tech stacks: C#, Javascript, Elm, AWS: Lambda, DynamoDB, S3

Currently learning/using on side projects: Haskell, F#, Purescript, Docker, Tensor Flow

Experience in (not exhaustive): C++, Java, Python, Ruby, R, various SQL dialects, Linux system administration

## PROFESSIONAL EXPERIENCE

### **Lead Software Engineer at H.T.S. GmbH**

02/2008 - 12/2015

Project: Zervice

Lead a team that designed and implemented Zervice in C#, from conception to the big release and first point update. Zervice is by now the leading software for market research analytics software in Austria and expanding to other countries. Was responsible for hiring and managing the engineering team as well as communication with our Beta testers. Designed the overall architecture of the software and app level UX.

On the engineering side of Zervice, my main responsibilities where the design and implementation of :

- the highly optimized, N-dimensional multi-threaded core analytics engine
- a user friendly cost/reach optimization as well as a meta-optimization engine to fine-tune parameters

- a proprietary algebra to deal with time-of-day response data in an intuitive way
- the graphical formula editor
- high level cryptographic primitives for the licensing and update mechanisms
- a resilient, secure auto-update infrastructure

#### Project: HTSTools

Internal data cleaning and transformation tool written in C#. Implemented several key algorithms to the specifications of the analysts in the company. Designed and implemented a DSL for complex data transformations. Suggested the benefit of creating a bridge between HTSTools and the statistical computing software R and implemented it to enable R-markdown based workflows for improved an auditing workflow.

### Software Engineer at the Red Cross

10/2003 - 10/2004

Created a sophisticated permission system that deals with emergency access to confidential data. A slightly modified version is still in use today. The technology stack was mostly C#, ASP.NET and SQL Server.

### Independent Side Project: Tuneslides

12/2015 - Current

Photographic slideshow tool for professional photographers. Editor and Viewer run fully in the browser. The entire application was designed and built by me. Frontend built with the compile-to-Javascript, purely functional programming language Elm. Backend is a serverless stack using Javascript running on AWS Lambda exposing a REST Api backed by S3 and Amazons NoSQL DynamoDB. Currently preparing for private beta. Source code available on request.

### Iconoclash Photography Website

late 2015

Visual design and implementation of a CMS theme for iconoclash-photography.com

## EDUCATION

Film directing (filmArche Berlin 2006-2009)

Journalism & Philosophy (Universtiy of Vienna, 2001-2003)

Software Engineering & Project Management (H.T.L. Spengergasse 1996-2001)

H.T.L. Spengergasse is a kind of special High School with a focus on software engineering, the level of formal IT education is roughly comparable to a BS in CS.. Was trained in C, C++, IBM Mainframe Assembler, Prolog, Cobol, Java, PL/1 as well as project management and accounting/controlling. My finals project was a 3D game engine written in C++.