

Dan Ginovker

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[github](#) | [linkedin](#)

EDUCATION

Bachelor of Computing - Computer Science

University of Guelph

Sep 2016 - Apr 2021

Guelph, ON

SKILLS

Programming Languages Python | Java | C# | JavaScript | C

Technologies AWS EC2/S3/Lambda/Amplify | GCP Firebase/GCP | Docker | React.js | Unity | Android

EXPERIENCE

Puzzle Cats

Jan 2021 - Present

Software Engineer

Toronto, ON

- Architected and implemented replay system for bots to play effectively without using cheats. Scaled replay catalog to 100,000+ replays without straining user devices when selecting an AI matchup
- Improved data pipeline speed by 24,000% by redesigning pipeline using Firebase and Amazon S3 resulting in higher availability
- Coached non-technical hires on using Git + Unity, and tailored custom apps as needed in C# and JavaScript facilitating blocker-free workflows

Manulife

Jan 2020 - Dec 2020

Software Engineer Intern

Waterloo, ON

- Developed ServiceNow wrapper tool using MongoDB, Express, React & Node allowing bulk and profile-based requests to internal ticket system
- Led Software Intern Hiring committee, motivating 24 volunteers (up from 10 in the previous semester) to execute hiring plan, achieving record time hiring cycle
- Developed Slack bot with >90% test coverage for an external team's notification service. Earned outstanding on evaluation & personally awarded at division townhall for collaboration

BlackBerry

Sep 2018 - Dec 2018

Software Engineer Intern

Waterloo, ON

- Expanded automation test suites in Espresso for BlackBerry brand Android apps
- Reduced manual testers' time spent by 6 hours biweekly by automating performance tests measuring app load time and resource usage. Earned Outstanding on evaluation for initiative

Symbotic

Apr 2017 - Aug 2017

Software Engineer Intern

Boston, MA

- Coordinated with Senior Engineers to build report generator in R Studio
- Refactored hacky data pipelines into a structured C# application for better maintainability

NOTABLE PROJECTS

2009scape.org

Apr 2017 - Jun 2020

Cofounder

Ottawa, ON

- Cofounded an open-source Kotlin server that connects to the official RuneScape client from 2009
- Developed and reverse-engineered official Java client, leading to the most complete emulation server by playable content
- Encouraged developers, delegated tasks and oversaw transformation from a personal project to a large open source community with new leadership

Monero Tips Bot

Mar 2019 - Jun 2021

Full Stack Developer

Ottawa, ON

- Created a legal corporation to integrate Monero, a transactionally private cryptocurrency, into Reddit via an open source bot service
- Implemented front-end in Reddit's UI with PRAW, a Python based Reddit API, and the back-end with RPCs to a locally running Monero daemon
- Won the Canadian University Software Engineering Conference 2020 demo and over 4,000\$ in awards

CONTRIBUTIONS

- **Flatpak** Packaged, maintained, and upstreamed fixes to several Linux desktop applications to make them installable on 30+ distributions
- **Battle for Middle-Earth** Developed installers for abandoned EA game series, allowing the niche competitive scene to continue thriving