

Daniel Intskirveli

🏠 Software Engineer 📍 Brooklyn, NY ✉️ daniel@intskirveli.com

Profile

I'm a passionate engineer, hacker, and team player. I stay up-to-date, code at home, and go the extra mile to improve processes and destroy tech-debt. Much of my experience comes from my work on the data platform team at AppNexus, where I wrangled data at an ad-tech scale, built client-facing UIs, and made my share of product decisions. My next adventure will involve new tech, exciting projects, and a chance to grow as a technology leader.

Skills

Java	Scala	Python	SQL	Bash	Kotlin	Go	Play
Vert.x	Git	SVN	MapReduce	CDH	Spark	Yarn	
Hive	Presto	Kafka	HTML/CSS	JavaScript	React		
Maven	SBT	Jenkins	Azure	AWS	Google Cloud		
Puppet	Terraform	Nagios	OpsGenie	RabbitMQ			

Experience

AppNexus / Xandr

Present

Senior Software Engineer

Tech lead for a team of 5. Participate as an advisor to many mission-critical projects.

- **Live data replication.** Now working on a standardized system for live-replication of data (on HDFS, S3, or Azure Data Lake) and metadata (Hive) between on-prem and cloud-based storage systems.
- **Hybrid Cloud PoC.** Automated deployment of our proprietary data platform to Azure (HDInsight, Terraform).
- **GDPR Compliance.** Developed and deployed a new data pipeline for processing sensitive personally identifiable information. Worked with Operations to provision a new cluster with strict access controls and retention policies.
- **Cloud Export.** Drove adoption of our Cloud Export product, providing direct support to large clients. ~1000 clients signed on with substantially positive feedback.
- **Hadoop Infrastructure Upgrade.** Led a year-long effort to deliver the first incident-free Cloudera distribution upgrade in company history.
- **Leadership.** Serving as technical lead for the Data Platform team, driving architecture design as well as financial planning.

Oct.
2018

AppNexus

Aug.
2018

Software Engineer II

Scaled and matured a data processing platform to prepare it for higher caliber requirements driven by external and internal customer requests, security audits, and adoption.

- **Web UI.** Modernized an internal platform management UI to use compiled SCSS, minified JS, asynchronous client-side calls, caching, support for themes, and a generally improved user experience (HTML, CSS, JS, Python).
- **Data export.** Analyzing cost related to different scenarios of loading aggregated data to third-party cloud services via peer links and the public internet. Building an automatically throttled sync service based on the aforementioned investigation (Amazon S3, MapReduce)
- **Log ingestion scaling.** Scaling a legacy data ingestion system to improve performance in response to increased volume (Scala, RabbitMQ)

Sep.
2016

AppNexus

May
2016

Associate Software Engineer

Defined the infrastructure for an in-house data processing platform. The platform now manages ~1000 hourly ETL jobs, as well as continuously running streaming jobs, across several global clusters.

- **Data validation.** Developed a data validation engine to check for cross-cluster discrepancies, used for signing off on monthly client invoice calculation (Scala, RabbitMQ, Vertica, Hadoop).
- **Job scheduler.** Designed and implemented a distributed, event-driven workflow engine with resource pools, YARN integration, schedule debugging, and advanced dependency management (Scala, RabbitMQ, YARN, Hadoop).
- **Customer support.** Advised and trained internal customers on the implementation of distributed processing jobs as well as adoption of the internal data platform.
- **Data cold storage.** Implemented cold storage backup of ingested data to an S3 compliant object store (S3, HDFS).
- **System-wide messaging.** Led an effort to move critical services from a database-polling model to an event-driven one by developing the software infrastructure for inter-process communication via RabbitMQ.

Sep.
2014

AppNexus	Technical Intern <p><i>Developed mission-critical ETL software for the company's data pipeline, which ingests ≈200TB of auction data per day.</i></p> <ul style="list-style-type: none"> - Click attribution. Re-implemented the transaction pipeline's click attribution system, reducing runtime by 800%. - Client data feeds.. Designed a complex job for preprocessing data for client downloading using advanced MapReduce features including a custom partitioner (for mitigating data skew) and output writer (for on-the-fly hashing and compression) (MapReduce). - HCatalog. Contributed to the open source HCatalog projected to allow reading from multiple Hive Tables within one job (MapReduce). - Protobuf. Coordinated a migration of TSV data to use protocol buffers for increased reliability and efficiency (Protocol Buffers). - Testing. Fulfilled the mandate of achieving 100% code coverage for a core business logic module (Java, Mockito).
<div>Aug. 2014</div> <div>Jan. 2013</div>	
Peek	Software Developer <p><i>Received exposure to a wide array of technologies, namely low-level software development for embedded mobile operating systems</i></p> <ul style="list-style-type: none"> - Push email client. Worked on a team to develop a lightweight push email client for the Qualcomm BREW mobile operating system (C). - Android game dev. Developed TipTap, an Android game built on top of the AndEngine OpenGL wrapper (Android, OpenGL). - FTK for MediaTek. Helped port FTK, a graphical toolkit, to the MediaTek mobile platform (C, C++). - Custom android ROM. Created a custom Android build with a modified kernel and user interface, achieving a lower memory footprint for low cost phones (Android). - Android app prototypes. Rapidly prototyped several android apps to demo to clients. - Lua interpreter. Assisted in the development of an interpreter for the MediaTek mobile platform (C, Lua).
<div>Nov. 2012</div> <div>Mar. 2011</div>	
Education	
City College of New York	B.S. in Computer Science <p><i>Research-focused program at the Grove School of Engineering. In-major GPA: 4.0. summa cum laude. Grove Scholar. Dean's List (2015).</i></p> <ul style="list-style-type: none"> - Coursework. Compiler construction, Computability, Computer Networks, Computer Graphics, Operating Systems, Computer Organization, Programming Language Paradigms, Database Systems, Assembly Language. - Scalable searchable encrypted database.. Prepared a proof-of-concept implementation for an encrypted database that allows secure searching through large, encrypted datasets. - Pascal compiler. Wrote a Pascal compiler as well as a virtual machine for executing bytecode, in Scala. (Scala, Pascal).
<div>Jun. 2016</div> <div>Sep. 2012</div>	

Copyright © 2020 **Daniel Intskirveli**.
 Last updated on Saturday, June 13, 2020.
 Thanks for looking!