Daniel Tea

danieltea.com | github.com/dlcoffee | codepen.io/dlcoffee

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Work Experience

Sony Pictures Entertainment

Culver City, CA

Software Engineer

Oct 2014 - Present

- Developed an enterprise web application named Runner using Ruby on Rails as an API and Angular S on the client
- Migrated millions of digital assets from legacy systems to the Runner application
- Collaborated with other engineers in regards to pair programming, code review, and designing system architecture
- Designed and built extensible AngularJS directives/components
- Improved user experience by creating web interfaces based on mockups created by UI/UX team
- Implemented Elasticsearch by building an API to serve as an interface for searching through asset metadata and user information
- Crafted HTML emails to send based on user activity, as well as created AWS consumers and queues to send out emails
- Worked on Ruby gems used for background processing, managing file transfers, and talking to third party integrations

Wireless Comm. & Sensornets Lab

Santa Barbara, CA

NSF Undergraduate Researcher

July 2014 - Sept 2014

- Gathered data about Global Satellite Navigation Systems (GNSS) accuracy on mobile devices with regards to orientation
- Developed basic web application using Laravel (PHP) framework for admin usage
- Read scientific papers and implemented approaches using MATLAB
- Assisted in researching algorithms to create better positioning approximations on mobile devices

Projects

Hearthstats

Open Source Contributor

2014

• Fixed bugs on an open source project to collect and analyze statistics based on Blizzard's online card game, Hearthstone

Education

University of California, Santa Barbara

2010 - 2014

Computer Science, B.S.

Mathematical Sciences, B.S.

Languages

Ruby
JavaScript
Python
HTML/CSS

Technologies

Ruby on Rails AngularJS React SASS PostgreSQL Redis NewRelic Jenkins

Testing

Rspec Capybara Jasmine

Technical

Vim Sublime Text Windows OSX *nix

Other

TDD/BDD OO Design Debugging Agile Development Version Control Building REST APIs