

# Dan Tsui

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## SKILLS

### Languages

- JavaScript
- Ruby
- Python
- Java
- Bash Script

### Front end frameworks

- jQuery
- Underscore
- Backbone
- Marionette
- Handlebars
- Requirejs
- Foundation
- Q

### Back end frameworks

- Node.js
- Ruby on Rails
- Grunt
- Karma-runner
- Jasmine
- Bower
- Selenium
- Ant
- Maven

### DevOps

- AWS CLI
- Boto
- Chef
- Berkshelf
- Test-Kitchen
- Packer
- Jenkins
- Nagios
- LogStash

## EXPERIENCE

### Full-Stack/DevOps Engineer, Flite Inc.

San Francisco, CA — June 2013 - Present

#### Front End

- Write new features for Flite Ad Studio with **MVC** patterns using **Backbone** and **Handlebars**
- Extend ad runtime engine with cross browser compatible lightweight **JavaScript** modules
- Debug ad runtime engine issues with proficient usage of developer tools in **IE8-11**, **Chrome**, **Firefox**, **Safari**, **iOS**, and **Android**

#### Back End

- Write back end services and servlets in **Java** to support new Flite Ad Studio features
- Tail server logs to triage and maintain back end services
- Perform load testing with **JMeter** and **BlazeMeter**

#### DevOps

- Monitor and triage critical server alerts while performing **on-call** duties to maintain ad serving up time and metrics logging during off-business hours
- Run staging, production, and dot release code deployment process
- Write automation scripts for **AWS EC2** instances in **Python** and **Bash**
- Write and test **Chef** recipes for **AMI** creation with **Test-Kitchen**, **Berkshelf**, and **Vagrant**

#### QA

- Architect and maintain internal real-time services in **Node.js** as well as **Selenium** tests in **JavaScript** for automated regression testing

### BIM Consultant/Developer, Modulus Consulting LLC

San Francisco, CA — May 2011- July 2012

- Led and developed mobile BIM solutions for on-site use utilizing iPads and **Unity 3D**
- Developed custom automation macros and plug-ins for clients using Revit API and **C#**
- Developed a 360 degree panoramic viewer application with **Html5**, **CSS3**, and **JavaScript** which served as a critical tool for the design and planning phase for the client.

### Architectural Career

San Francisco, CA — May 2006 - April 2011

- Introduced and Implemented new 3D documentation technologies by setting office-wide standards and seminars
- Led coordination meetings between contractors and engineers using 3D models to resolve construction conflicts resulting in cost and time savings during construction
- Led the technical documentation and rendering process allowing the firm to compete and win 5 of 7 architectural competitions in 6 months

## EDUCATION

### App Academy

Ruby on Rails Coding School — May 2013

### University of California, Berkeley

Bachelor of Arts, Architecture — Graduated May 2006