

David Koll

Fullstack Software Engineer

(734) 717-3591 • koll.david@gmail.com • Brooklyn, NY • in/davidkoll • github.com/donkeykong718

SKILLS

Great at: systems and structures, attention to detail, putting out fires, stepping into leadership roles when needed, following instructions, general competence, just sitting down and doing the damn thing, word games

Not so great at: selling myself, using buzzwords, allowing grammatical mistakes to go unremarked upon, keeping my tongue out of my cheek, accepting compliments, basketball

Tech Stack: Django, Flask, Express.js, React, Next.js, PostgreSQL, MongoDB, Mongoose, Node.js, Python, JavaScript, HTML, CSS

Film Industry: Final Draft, Final Cut, Scenechronize, Movie Magic, Prodigal (Netflix)

SOFTWARE DEVELOPMENT PROJECTS

Digital Union Label | App Suite

February 2023 - Present

- Building a series of applications in conjunction with the AFL-CIO to identify whether any given product is made by union labor

[buyU](#) | Mobile app & database | MongoDB, Express.js, JavaScript, HTML, CSS

- Created a prototype backend database with full CRUD to store, access, and manipulate product information
- Utilized a barcode scanner in order to automatically create and pre-fill product information

[buyPass](#) | Responsive website | JavaScript, HTML, CSS

- Built a web application that searches Amazon's database for a user-specified product, filters results by small-businesses, then provides user with a link to those companies' individual websites

[ASL](#) | Fullstack Application | Next.js, React, Django, PostgreSQL, Python, JavaScript, HTML, CSS

April 2023

- Led a team of four engineers in building a clone of AOL chat rooms, perfectly recreating retro sounds and styles from 1998
- Utilized Django Channels and websockets to implement full, real-time messaging functionality
- Responsible for conception, design, maintaining code base, building chatroom, log-in, and authorization components

[Frankenstory](#) | Fullstack Application | MERN (Mongo, Express, React, Node.js)

March 2023

- Led a team of four engineers in creating a collaborative story-telling game involving both text and image creation
- Responsible for conception, maintaining code base, integrating all components and algorithms to control underlying functionality

PROFESSIONAL EXPERIENCE

Freelance Film Production, Los Angeles, CA | New York, NY

2009 - Present

- Expansive career in the film & television industry occupying a variety of roles, from PA to Coordinator to Assistant Director, working primarily on big budget studio features (Marvel, Fox, Disney, WB etc.) and limited series (HBO, Netflix), with additional experience in documentaries, commercials, industrials, etc. For more details, see: [IMDB: David Koll](#)
- Served as the central communications hub for dozens of departments with hundreds of employees, wearing more hats than could possibly be listed here in order to facilitate productions lasting anywhere from a week to a year, often with hundred+ million dollar budgets
- Worked closely with high-profile actors, writers, directors in a high-stress, fast-paced environment while maintaining strict confidentiality
- Often tasked with creating or improving large-scale systems. Personal highlights include creating Marvel's first secure script distribution system, working closely with Netflix's tech department to improve their in-house production software and automating their Covid testing protocols

Freelance Writing/Editing, Los Angeles, CA | New York, NY

2009 - Present

- Hired as a screenwriter to adapt the autobiography of the Chief Rabbi of Israel, *Out of the Depths*, for a feature film
- Edited a dozen published books, including three New York Times Bestsellers, and countless screenplays
- Spent five years as a staff writer on (what was) the longest running live sketch show in LA. Put up 8-10 new sketches every Sunday parodying the week's news. Learned how to pitch ideas and collaborate with other writers

EDUCATION

GENERAL ASSEMBLY | Software Engineering Fellow | New York, NY

January 2023 - April 2023

Full-stack software engineering student in an intensive, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects

UNIVERSITY OF MICHIGAN | ANN ARBOR, MI

2005

Bachelor of Arts in Film & Television (and, regrettably, one class shy of a minor in Astrophysics)