Daniel Spencer
Software Engineer
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Work Experience

Software Engineer | Square | Summer 2012 - Present
- Developed merchant on-boarding for Square's international presence in Canada and Japan
- Expanded integrations with a number of identity verification services
- Built and maintained integration with our Japanese acquiring partner; worked with their QA team to build a system to securely build and deliver reports and handle responses
- Built glossary feature for our open-source localization management tool
- Improved monitoring, alerting, and code quality on critical piece of square infrastructure
- Was responsible for assessing production issues with numerous services, ensuring issues were communicated and resolved in a timely manner
- Contributed to rewrite of printing logic for Android clients, improving reliability, error handling, and testing

Software Engineer | Rapleaf | Summer 2011 - Summer 2012
- Developed a hands-off data purchase system
- Engineered and executed a redesign/re-architecture of the logged-in website, integrating with a number of external email service providers
- Expanded prototype of report generation service into full product
- Managed internship program for four summer interns, coordinating engineering mentors and extra-curricular activities

Projects

Amadeus | Winter 2012
Built a pure-ruby oscillator-based audio tool. Allows users to compose songs programmatically, using SOX or dev/audio for playback.

Collaborative Whiteboard | Spring 2012
Created a real-time collaborative drawing web-app using nodeJS, socket.io, and mongoDB. Successfully used to help communicate web design concepts between colleagues and myself.

Tools and Technologies

Server: Ruby | Ruby on Rails | mySQL | Redis | Resque | Sidekiq | Nagios
Browser: Javascript | jQuery | HTML + CSS
Android: Java | Android | Mortar + Flow | Dagger
Methodologies: Agile + Scrumm | Test-Driven-Development

Education

BA Computer Science | Oberlin College | 2008 - 2011