

Daniel Jankowiak

Full stack developer who enjoys creating things and solving problems.

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EXPERIENCE

Qi Holding AS: Oslo, Norway - Full Stack Developer

NOVEMBER 2020 - JUNE 2021

Sole engineer taking a proof of concept apartment visualizer into a maintainable and scalable platform as a service.

Blizzard Entertainment: Irvine, CA - *Senior Software Engineer*

MARCH 2019 - NOVEMBER 2020

Architected applications, mentored junior developers, and handled high priority work tracks and research. Led the complete rebuild of MLG.com and synchronization efforts of multiple video CMSs.

Blizzard Entertainment: Irvine, CA - *Software Engineer*

DECEMBER 2015 - MARCH 2019

Conceived of and led the Enhanced Viewing Experience video platform. Championed adoption of Vue.js across the team.

Major League Gaming: New York, NY - *Software Engineer*

APRIL 2013 - DECEMBER 2015

Full stack engineer working on PHP, Ruby on Rails, and Node.js applications. Contributed on all the applications across the media and competition platforms.

EDUCATION

Pennsylvania State University: University Park, PA

Security and Risk Analysis: Information and Cyber Security

2006 - 2010

PROJECTS

Don't Tell Me The Score: *DTMTS.com*

JANUARY 2013 - CURRENT

Spoiler free portal for NHL highlights. Over 1.3 million unique visitors and 25 million videos watched.

ADVANCED SKILLS

Javascript, Node.js, Vue.js,
Nuxt.js, CSS, MySQL, MongoDB,
Redis, Socket.io, AMQP,
Datadog, Google Analytics,
New Relic, Git

Architecture, Security, Analytics,
Performance Optimization,
Scalability, Debugging

OTHER SKILLS

Cloud Services (GCP, AWS,
Azure), PostgreSQL, Angular,
React, Tableau, Elasticsearch,
Authentication, Design, Product
Planning

AWARDS

A Giant Doomhammer (1st) -
Blizzard Engineering Summit
(2018)

Certificate of Appreciation -
U.S. Department of State (2009)

CERTIFICATIONS

INFOSEC Professionals NSTISSI
4011 - CNSS

Private Pilot (Helicopter) - FAA