

# Daniel Chcouri

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- ◆ These days I'm very enthusiastic about Meteor and Node.js in general. In August Penguin 2013\* conference I've demonstrated a socket.io based Pong game I developed in which the audience smart phones were used as remote controllers for a game arena that was displayed in a main screen. I'm also working with a friend on a Meteor based online game.
- ◆ Using the Unix command line for my day to day work, and Vim as my editor - See a lecture I gave about my working environment in August Penguin 2010: <http://bit.ly/fl34A9> .
- ◆ Extensive experience in all aspects of web-development - both server-side and client.
- ◆ Long experience with GIT.
- ◆ I derive great joy from contributing features and bug fixes to open source projects. <https://github.com/theosp> - see also next page
- ◆ Experienced with using cloud services. In particular: App Engine and AWS.
- ◆ Always eager to be at the edge of technological development - Y Combinator news is my home page
- ◆ Check also my humble Stack Overflow account: <http://bit.ly/iQx6yM>

\* the annual convention of the Israeli linux and open source communities.

## **CAREER & ACHIEVEMENTS**

### **Comigo, Hod Hasharon, Israel**

**June 2013 - Present**

#### *Web Developer*

- Developing an Apple Push Notification Service provider server with ruby + redis
- Developing a single page for the production and presentation of statistical data
- Developing integration with the the Odnoklassniki API's (See school\_friend in the Contributions section below)

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### **Razoss, Tel-Aviv, Israel**

**June 2010 - November 2012**

*Designed the architecture and implemented a user friendly extensible toolbars generator (like Wibiya/Conduit)*

- Working in Google App Engine cloud
- Developing a low-cost scalable analytics system
- Developing a secured users authentication system which isn't based on ssl (i.e. uses the http protocol). The system is safe against XSS and network sniffing attempts to steal the user password, safe against session steal, safe against replay attacks supports ip roaming, and some more features...
- The servers-side code designed to handle simple AJAX APIs and return JSONs. It helped to save cpu time (the browsers took care of the computational work that relates to templating), save bandwidth and extend the parts that can be handled by CDNs.
- Widgets development (jQuery/jQueryUI)

### **WhiteWeb, Ramat-Gan, Israel**

**March 2009 - June 2010**

*Implementing and maintaining Babylon's translation/dictionary sites*

- Rebuilding Babylon's online translation and online dictionary websites: both for product improvements and SEO improvements. See <http://translation.babylon.com> and <http://dictionary.babylon.com>
- System administration of LAMP VPSes using SSH (CentOS and Ubuntu)
- Developing JS based translation widget with different skins

## Convertonet (Mansion), Hertzelia, Israel April 2008 - February 2009

### Coding for the SEO Department

- Process automation using GreaseMonkey based scripts
- Implementing SEO changes on Casino.Com and Mansion Casino sites
- Developing PHP-based tools in order to control and expand the peripheral SEO network of Mansion Team and Casino.Com sites
- Developing scripts which automatically installed hundreds of Wordpress sites on VPSes and routinely added content to them

## PERSONAL DETAILS

Date of birth: 02-07-1989

Status: Single

Nationality: Israeli

## HOBBIES

- I have a high interest in philosophy.
- I love to expand my knowledge in the field of economy. I am a value Investor following Benjamin Graham's principals.

## OPEN SOURCE PROJECTS

### My Projects:

#### **osp-dist**

*My development environment*

<https://github.com/theosp/osp-dist>

#### **bupler-lib**

*BASH library that was born with the jQuery's moto: "Write Less, Do More". It's an attempt to make the BASH language pseudo object oriented.*

<https://github.com/theosp/bupler-lib>

#### **Theosp-common-js**

*My small JS lib I use in every project*

[https://github.com/theosp/theosp\\_common\\_js](https://github.com/theosp/theosp_common_js)

#### **theosp-nodejs-template-engine**

*Template engine for nodejs*

<https://github.com/theosp/theosp-nodejs-template-engine>

### Contributions:

#### Features:

#### **school\_friend gem**

*OAuth2 support implementation for the odnoklassniki API's ruby gem "school\_friend"*

[https://github.com/kostyantyn/school\\_friend/pull/1](https://github.com/kostyantyn/school_friend/pull/1)

#### **jquery-tokeninput**

*Improved UI experience*

<https://github.com/loopj/jquery-tokeninput/pull/105#issuecomment-1364469>

#### Bug Fixes:

**NodeJS:** <https://github.com/joyent/node/pull/500>

**Koala GEM:** <https://github.com/arsduo/koala/pull/318>

**APNS GEM:** <https://github.com/jpoz/APNS/pull/22>

**HeadJS:** <https://github.com/headjs/headjs/pull/166>

## KEY WORDS

<b>Meteor</b>	<b>CSS</b>	<b>Redis</b>	<b>Simpledb</b>
<b>Bash</b>	<b>Awk</b>	<b>Sed</b>	<b>Python</b>
<b>Php</b>	<b>Javascript</b>	<b>jQuery</b>	<b>Django</b>
<b>Mysql</b>	<b>Sqlite</b>	<b>App engine</b>	<b>NodeJS</b>
<b>Git</b>	<b>Github</b>	<b>lesscss</b>	<b>EC2</b>
<b>Docpad</b>	<b>Expressjs</b>	<b>MongoDB</b>	<b>GNU Make</b>
<b>QUnit based testing</b>	<b>Sinon.JS</b>	<b>Ruby</b>	<b>Bootstrap</b>