# **Daniel Chcouri**

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- ♦ 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.
- ◆ 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 (Hebrew): 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: <a href="http://bit.ly/iQx6yM">http://bit.ly/iQx6yM</a>

#### **CAREER & ACHIEVEMENTS**

# Comigo, Hod Hasharon, Israel June 2013 - March 2014 Comigo is a Smart-TV startup by Dov Moran

Designing and implementing the Comigo's js-sdk that provides 3rd parties a webdevelopers friendly interaction with the Comigo's set-top box

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

## Razoss, Tel-Aviv, Israel

**June 2010 - November 2012** 

Designed the architecture and implemented a user friendly extensible toolbars generator

- 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 IS based translation widget with different skins

<sup>\*</sup> the annual convention of the Israeli linux and open source communities.

#### Convertonet (Mansion), Hertzelia, Israel

**April 2008 - February 2009** 

Coding for the SEO Department

#### **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 <a href="https://github.com/theosp/osp-dist">https://github.com/theosp/osp-dist</a>

My development environment

bupler-lib <a href="https://github.com/theosp/bupler-lib">https://github.com/theosp/bupler-lib</a>

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.

Theosp-common-js <a href="https://github.com/theosp/theosp">https://github.com/theosp/theosp</a> common js

My small JS lib I use in every project

theosp-nodejs-template-engine <a href="https://github.com/theosp/theosp-nodejs-template-engine">https://github.com/theosp/theosp-nodejs-template-engine</a>

Template engine for nodejs

#### **Contributions:**

#### **Features:**

school\_friend gem <a href="https://github.com/kostyantyn/school\_friend/pull/1">https://github.com/kostyantyn/school\_friend/pull/1</a>

Oauth2 support implementation for the odnoklassniki API's ruby gem "school friend"

jquery-tokeninput <a href="https://github.com/loopj/jquery-tokeninput/pull/105#issuecomment-1364469">https://github.com/loopj/jquery-tokeninput/pull/105#issuecomment-1364469</a>
Improved UI experience

#### **Bug Fixes:**

NodeJS: <a href="https://github.com/joyent/node/pull/500">https://github.com/joyent/node/pull/500</a>
Koala GEM: <a href="https://github.com/arsduo/koala/pull/318">https://github.com/arsduo/koala/pull/318</a>

**APNS GEM:** https://github.com/jpoz/APNS/pull/22 **HeadJS:** https://github.com/headjs/headjs/pull/166

# **KEY WORDS**

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