

Daniel Chcour

Full Stack Web Developer & API Design and Implementation Expert

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I have been a UNIX full stack web developer for the better part of a decade now. My main interest these days is in web API development, both for the open source community and for companies to make their data easily accessible to third-party developers. I consider API design and implementation the best manifestation of the knowledge, capabilities and opinions that I've acquired in my career thus far. When it comes to full stack web development the Meteor framework is my current preferred choice.

MY LECTURES

Hong Kong: OpenSource.HK Monthly Talks - July 2014:

Intro to Meteor - The Future Web Platform

https://www.youtube.com/watch?v=9wfbTff_GeQ

Singapore: Meteor Singapore Community Meetup - June 2014:

Developing Meteor's Internationalization Build Plugin

Hong Kong: Hong-Kong Open Source Conference - March 2014:

Developing Multiplayer Pong Game with Node.JS + express + socket.io

Israel: August Penguin - August 2013:

Developing Multiplayer Pong Game with Node.JS + express + socket.io

Israel: August Penguin - August 2010:

Super Efficiency With Fluxbox

August Penguin is the annual convention of the Israeli linux and open source communities

CAREER & ACHIEVEMENTS

Comigo, Hod Hasharon, Israel

June 2013 - March 2014

Comigo is a Smart-TV startup by Dov Moran - the Disk On Key inventor

- Designing and implementing the Comigo's js-sdk that provides 3rd parties a web-developers 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 JS based translation widget with different skins

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

Coding for the SEO Department

OPEN SOURCE PROJECTS

Features:

school_friend gem https://github.com/kostyantyn/school_friend/pull/1
Oauth2 support implementation for the odnoklassniki API's ruby gem "school_friend"

jquery-tokeninput <https://github.com/loopj/jquery-tokeninput/pull/105>
Improved UI experience

OPEN SOURCE PROJECTS

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>

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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
QUnit based testing	Sinon.JS	Ruby	Bootstrap
Socket.io	l18n	Internationalization	