

Daniel Perez Alvarez

Software engineer with a focus on frontend development. Experienced both in starting projects from scratch, as well as maintaining large legacy codebases.

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Experience

Dec 2018 – Present **Principal Software Engineer** at **Microsoft** (Redmond, WA)

I'm currently leading the rewrite of Yammer's web client, using TypeScript, React, Redux, and GraphQL. Particularly focused on maintaining quality through tooling, using Jest, ESLint, and Puppeteer.

- Working on reaching feature parity with the legacy web client.
- Implementing new features to address top customer needs.
- Scaling the codebase to 30+ engineers with different skill levels.

Feb 2017 – Dec 2018 **Senior Software Engineer** at **Microsoft** (Redmond, WA)

I relocated to Microsoft's offices in Redmond, but kept working on Yammer's main web client.

- Worked on migrating the codebase from legacy technologies like jQuery and Backbone, to React and Redux, in order to improve developer productivity and happiness.
- Developed Yammer's desktop client from scratch, using Electron and TypeScript.
- Pitched a rewrite of Yammer's web client, with documents explaining the new architecture and the general plan we'd follow. Senior leadership accepted the proposal, and staffed it with me as lead engineer.

Oct 2012 – Feb 2017 **Senior Software Development Engineer** at **Microsoft** (London, UK)

After the acquisition by Microsoft, I kept working on Yammer's main web client, developing features and improving the maintainability of the ~220KLOC front-end codebase.

- Helped introduce peer-reviewed pull requests into the workflow, improving communication among developers, and progressively reducing technical debt.
- Migrated a four-thousand-line custom build process to Webpack, reducing maintenance costs, and allowing for the introduction of productivity-enhancing tools like TypeScript.
- Prototyped a desktop client that wrapped the original web client, using Electron.
- Prototyped an alternative web client, using React and Redux.

- Prototyped alternative iOS and Android clients that shared 90% of their code, using React Native.
- Gave internal talks on various topics, including React, Redux and Webpack.

Jul 2012 – Oct 2012 Software Development Engineer II at Yammer (London, UK)

Yammer is an enterprise social network. As an early hire for their London offices, I worked on the development of Yammer's main web client, a single-page app built on top of a Ruby on Rails application.

- Led the development of key features, collaborating with product managers, designers, front-end and back-end engineers, and data analysts.
- Shipped projects and measured their impact on user engagement and other metrics, making heavy use of feature flags and A/B testing.
- Started the migration from an undocumented and untested internal MVC framework to Backbone, speeding up development, and making onboarding of new hires much easier.
- Improved the consistency of the front-end codebase by introducing style guides and linting through JSHint, making it easier to understand and grep, and raising potential errors sooner in the development pipeline.
- Helped push the Jasmine unit test count from less than a hundred to over seven thousand.

Dec 2011 – Jun 2012 Software Developer (Freelance) at Avallain (Madrid, Spain)

Avallain is a Swiss company that focuses on education technology and digital publishing. I worked remotely with their engineering team on the creation of an ambitious online learning platform.

- Kickstarted the back-end, based on RefineryCMS / Ruby on Rails, and reliant on Amazon Web Services like S3, SES, SQS and SimpleDB.
- Developed the front-end from start to finish, making heavy use of Backbone and Bootstrap, following a test-driven workflow.

Mar 2011 – Dec 2011 Software Developer (Freelance) at EMC (Madrid, Spain)

EMC is a multinational corporation that provides data storage, information security, virtualization, analytics and cloud computing solutions. I worked with their engineering team on various projects.

- Reduced bulk-load and access times of hundreds of millions of invoices stored in Documentum by ~50%, mainly through better XML parsing, and database sharding.
- Improved user experience in multiple web apps through intelligent use of JavaScript.
- Automated server management tasks, freeing engineers to work on other issues.
- Introduced the team to static analysis tools and unit testing.

Mar 2008 – Mar 2011 Analyst Programmer at Atos (Madrid, Spain)

Atos is a European IT services corporation. I was part of their consulting team, working on document management solutions.

- Managed a team of three developers to build an electronic registry for use in Spanish government agencies. We pioneered the use of open-source solution Alfresco in the department.
- Performed all kinds of customizations and improvements on both the front-end and the back-end of Documentum Webtop and Documentum Compliance Manager installations.
- Introduced the team to source control, build tools, static analysis tools and unit testing.

Sep 2006 – Mar 2008 Analyst Programmer at CSC (Madrid, Spain)

CSC is a multinational corporation that provides IT services and professional services. I was part of their consulting team, working on document management solutions.

- Collaborated directly with the customer to create several intranet portals using Documentum Web Publisher. Made user experience and accessibility top priorities.
- Aided in the maintenance and improvement of a large Documentum Webtop installation.
- Introduced the team to source control, build tools, static analysis tools and unit testing.

Education

Sep 2001 – Sep 2006 M.Sc. in Computer Science at U. Pontificia de Comillas (Madrid, Spain)

My final year project consisted of applying neuro-evolution of augmenting topologies to videogames (more specifically to Half-Life 2).