

Daniel Perez Alvarez

Software engineer with a focus on front-end web development. Experienced in starting projects from scratch, as well as maintaining large legacy codebases.

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Experience

Apr 2021 – Present **Staff Software Engineer at Twitter** (Seattle, WA)

I led the web implementation of Super Follows, a paid monthly subscription that offers access to exclusive content from eligible creators.

- Developed the application, onboarding, and management flows that allowed users to become Super Follows creators, and manage their offerings, using Flow, React, Relay, and GraphQL.
- Developed the subscription payment flow, backed by Stripe.
- Onboarded and mentored three other web engineers on the team.
- Contributed to the wider Twitter web community by educating other engineers on Relay, leading postmortems, improving and rewriting unit tests using React Testing Library, and helping with accessibility audits, among other things.

Dec 2018 – Apr 2021 **Principal Software Engineer at Microsoft** (Redmond, WA)

I led the rewrite of Yammer's web client (a.k.a. New Yammer), using TypeScript, React, Redux, and GraphQL.

- The visual refresh, coupled with new features and integrations that addressed top customer needs, garnered a lot of positive press, and boosted engagement metrics.
- Scaled the codebase to 30+ engineers with different skill levels.
- Maintained quality through tooling, using Jest, ESLint, and Puppeteer.

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 quality and consistency of the front-end codebase through linting (JSHint) and unit testing (Jasmine).

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.

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.

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.

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.

Education

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

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