Dan Ginovker

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in linkedin 🖸 github

Programming Languages	Python Java C# JavaScript C
Technologies	AWS- EC2/S3/Lambda Google Cloud- GKE/Firebase Docker React.js Unity .NET

EXPERIENCE

Meta

SKILLS

Software Engineer

• Revamped News Reputability pipeline, drastically enhancing reliability by reducing external calls and cutting runtime from 8 days to 4 hours

Worked XFN to measure and enhance monitoring coverage for 90 assets in our division

Field-S

Software Engineer

• Built MVP version of Flutter + Google Cloud based social media app in 3 weeks (5 weeks ahead of schedule)

• Created PostgreSQL schema and secure Flask API interface using Google Identity Platform for server-sided Role Based Access Control

• Organized 16,000-row datasets and utilized OpenAI Node to tune 24 GPT-3.5 prompts for grading English proficiency tests.

• Resolved longstanding "database freezing" bug by tracing down a reused SQL connector unsafe in concurrent execution

Puzzle Cats

Software Engineer

- Architected a scalable replay system for mobile games' bot AI using cloud services, handling 100,000+ replays without impacting user devices
- Ranked 1st on App & Play Stores for Minigolf keywords on new Unity game developed in team of 3
- Created Node & Chart.js monitoring system in 5 of our services, and identified unauthorized DB access with it
- Redesigned data pipeline using Firebase and S3, resulting in a 24,000% speed increase and a 98% reduction in data issues
- Managed one engineer's solo development on a \$1M/year product line & improved their weekly output by 20%

Manulife

Software Engineer Intern / Part Time

- Developed internal tool with React, Express, & MongoDB for customizable and preset requests to ServiceNow
- Led Software Intern hiring committee and achieved record time hiring cycle by gathering 24 volunteers, 14
- more than prior semester, to execute new hiring plans
- Awarded at townhall for creating Slack bot using Docker, Typescript, and Bolt SDK with >90% test coverage

BlackBerry

Sep 2018 - Dec 2018

lan 2020 - Dec 2020

Waterloo, ON

Waterloo, ON

- Software Engineer Intern
 Averaged 12% code coverage increase across 4 BlackBerry brand Android apps using Java Espresso API
 - Saved manual testing team 6 hours biweekly by automating load performance and resource benchmarks

NOTABLE PROJECTS .

2009scape.org

Cofounder

• Cofounded largest RuneScape remake in Java & Kotlin by creating 1,200+ Express and content API endpoints, handled hosting, advertising & legal

• Fostered development culture, and transformed into a large community with 100+ contributors, 20,000+ players & new leadership

Monero Tips Bot

Full Stack Developer

• Founded a corporation to integrate Monero into Reddit, winning the Canadian University Software Engineering Conference 2020 Demo and over 4,000\$ in awards

• Implemented front-end in Reddit's UI with PRAW, a Python based Reddit API, and back-end with RPCs to a hardened Monero daemon

EDUCATION

Apr 2017 - Jun 2020

Mar 2019 - Jun 2021

Ottawa, ON

Ottawa, ON

Feb 2024 - Present

Menlo Park, California

Dec 2023 - Feb 2024

Seoul, Korea

Jan 2021 - Dec 2023

Toronto, ON