

# Daniel Vink

## Software Engineer

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### Daniel Vink

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### Skills

#### I PLAY WELL WITH:

PHP / Ruby / C# / Javascript / CSS (+ preprocessors) / Objective-C

#### EXPERIENCED WITH:

Unity / Angular / Vue.js / SCSS / Laravel / Rails / Node / AWS / Docker  
Team Development / Source Control / Testing & CI / Cloud Deployment

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### Experience

#### RocketJump, Inc. / Full-Stack Software Engineer

2012 - PRESENT / BURBANK, CA

- Built and deployed new content distribution platform and identity service to support consumption by an audience of 8MM.
- Productionized and maintained four fault-tolerant, distributed web services on AWS.
- Directly mentored by the CTO, an ex-Google Senior Engineer.

#### Digital Attic / Software Engineer

2010 - 2013 / CLOVIS, CA

- Frontend and backend development for numerous high-traffic projects such as Save Mart / Lucky Supermarkets, FoodMaxx, and PBS.

#### Reverie World Studios / Lead QA Tester

2009 - 2011 / ONTARIO (REMOTE)

- Managed a team of quality assurance testers during the development of the PC MMORTS, Dawn of Fantasy.
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### Education

#### California State University - Long Beach / English Education

2011 - 2016

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### Memorable Projects

RocketJump	Web	<a href="https://rocketjump.com">https://rocketjump.com</a>
Save Mart / Lucky	Web	<a href="https://savemart.com">https://savemart.com</a>
Quick Draw	Game	<a href="http://dcv.io/quick-draw">http://dcv.io/quick-draw</a>
Lifelinker	App	App Store & Google Play
Dawn of Fantasy	Web / Game	<a href="http://dof.reverieworld.com">http://dof.reverieworld.com</a>