

# Dave Hendler

<http://davehendler.com>

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## Summary

I'm a full stack web engineer with over 13 years of professional experience in architecting and creating scalable infrastructures, developing web sites and applications, and building interactive frontend experiences for customers. I'm capable of jumping up and down the stack as needed, from tweaking OS-level configurations to writing modular and performant client-side JavaScript.

## Core Skills

**Dev:** JavaScript/ES6, NodeJS, PHP, Ruby, Python, Java, React, Redux/Flux, D3.js, webpack, AWS services (S3, SNS/SQS), HTML, CSS, TDD, and more.

**Ops:** Chef, Capistrano, Puppet, Ansible, Apache, Nginx, Varnish, MySQL, MongoDB, AWS services (EC2, ELB), Docker, CI, Ubuntu, CentOS, Debian, Redis, Graphite, New Relic, CloudFlare, Akamai, Bash, Zsh, among others.

## Professional Experience

Senior Web Engineer, DraftKings

8/2015 - Present

- Led a large scale ongoing effort to refactor and modernize draftkings.com using modern browser features and tooling (ES6, React, Redux, webpack, etc). Reduced deployment times from days to minutes, made unit testing possible and brought code coverage over 90%, built foundation platform to enable modular, reusable components, and ensured a high level of engineer understanding through education, code reviews, and training sessions. My efforts resulted in vastly improved codebase quality and maintainability, confidence in deployments, and increased agility for engineering teams.

Senior Web Engineer, Epic Games

6/2014 - 8/2015

- Built a self-service end-to-end asset publishing pipeline that allows 3rd parties to manage their Unreal Engine Marketplace items, from simple models to entire games. Dramatically reduced manual work for Marketplace managers and simplified a number of complex backend asset promotion/moderation processes. Managed several contract frontend and backend developers.
- Created UIs and services for modular social features such as teams, avatars, and stats that are embedded in websites, in the Epic Games Launcher, and directly in-game. Migrated from older JS tooling (grails asset pipeline) to more modern tools with better performance, ES6 compatibility, and community support (webpack, babel, BrowserSync).

Lead Web Engineer, Turbine / WB Games

5/2013 - 4/2014

- Built a multi-datacenter game data integration system for Infinite Crisis using NodeJS to collect and process large amounts of player and match data. This data provides up-to-date information via a REST API to our own website, our partners, and our players to improve engagement with the game.
- Dramatically improved production technology architecture and brought full ownership of production to our team in order to improve site availability, reduce time to detect and resolve incidents, reduce infrastructure cost, and increase frequency and speed of deployments. Changes include migrating all production systems from CentOS to Ubuntu, building tech to easily orchestrate complex deployments, replacing F5s with Nginx, utilizing CloudFlare and varnish to improve site response times and reduce origin load, and implementing several additional layers of security.
- Implemented downtime alerting and on-duty scheduling to reduce mean time to detect and mean time to resolve production issues. Deployed monitoring tools to increase awareness for all teams.

- Managed three direct reports, several contractors, and an intern. Scheduled and performed weekly one-on-ones to discuss performance, career advancement, and general well-being. Trained my direct reports and several teams from other departments on new technologies and operational best practices and tools.

Senior Web Engineer, Turbine / WB Games

3/2012 - 5/2013

- Transformed the team's development and deployment processes from an inconsistent and manual workflow to an automated system using Chef, Bamboo, and custom tools.
- Project lead for Cartoon Universe, a web-based Unity game. Worked closely with the game engineers to provide two-way communication between the website and the game. Utilized Akamai to offload over 95% of traffic to the edge and properly direct visitors to the correct datacenter.
- Developer and architect for Turbine's web platform which tied together Drupal, vBulletin, and Zend Framework 1 to build game websites with features for marketing, community, and legal stakeholders.
- Worked with other team leads and departments to switch all new web projects to git repositories instead of Perforce. Taught and enforced proper branching techniques across the team.

Web Engineer, Turbine / WB Games

4/2008 - 2/2012

- Primary developer of social networks and blogging sites for Lord of the Rings Online (LOTRO) and Dungeons & Dragons Online (DDO).
- Key developer and architect of backend game data aggregation services which handled millions of characters and hundreds of millions of game events for LOTRO and DDO.
- Project lead for Gotham City Impostors website which focused on acquiring and engaging players by connecting game data to the web in the form of profiles, leaderboards, and interactive match viewer.

Database Developer/Analyst, Voter Activation Network

9/2007 - 3/2008

- Performed data and systems management of voter registration data.

Web Developer, The Nerderly / Sierra Bravo

5/2006 - 8/2007

- Developer of a warehouse inventory system.

Web Developer, Phi Theta Kappa

6/2005 - 4/2006

- Implemented blog and scheduling applications.

Web Developer, Carleton College

6/2004 - 3/2006

- Created, extended, and maintained a custom CMS.

Associate Java Developer, Smart Data Solutions

7/2003 - 5/2004

- Extended and maintained Java web application.

## Education

Carleton College, 1999 - 2003

Computer Science, Bachelor of Arts