



DANIEL PARK

Software Developer

Staff developer with 14 years building large-scale distributed systems across e-commerce, gaming, and developer tools. Sets technical direction for multi-team initiatives and is the named owner on the company's reliability and data-platform roadmaps.

CONTACT INFORMATION

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EDUCATION

- **M.S. COMPUTER SCIENCE, UNIVERSITY OF UTAH, 2010**
- **B.S. COMPUTER SCIENCE, BRIGHAM YOUNG UNIVERSITY, 2008**

KEY SKILLS

- **Distributed systems and multi-region architecture**
- **Go, Java, Python, Rust**
- **Kafka, gRPC, Envoy, Kubernetes**
- **PostgreSQL, Cassandra, DynamoDB**
- **AWS and GCP**
- **Observability: Datadog, Honeycomb, OpenTelemetry**
- **Incident command and postmortems**
- **Technical strategy and RFC review**
- **Mentoring senior and staff engineers**
- **Hiring loops and calibration**

PROFESSIONAL EXPERIENCE

STAFF SOFTWARE DEVELOPER | WAYFINDER COMMERCE, SALT LAKE CITY, UT | 2020 - PRESENT

- Technical owner of the order management platform, which handles roughly \$1.3B in GMV per year across 6 brands.
- Drove the multi-region active-active rollout; eliminated 4 prior single-region outages per year and got us to 99.97% availability.
- Authored the company's service maturity rubric, now used quarterly by 11 engineering teams.
- Mentor 3 senior engineers and chair the staff-plus technical review.
- Partnered with product and finance to retire two internal services, freeing about 18% of the platform team's roadmap.

PRINCIPAL ENGINEER | BRIGHTFORGE STUDIOS, LEHI, UT | 2017 - 2020

- Led design of the matchmaking backend serving 7 live games and around 14 million monthly players.
- Replaced a homegrown queue with Kafka, cutting matchmaking p99 from 11s to under 2s.
- Set the bar for postmortems, including blameless template and follow-up tracking in Jira.
- Interviewed and onboarded 9 senior engineers during a hiring surge.
- Acted as incident commander for the largest outage in company history; recovery doc became the training case study.

SENIOR SOFTWARE DEVELOPER | COBALT DEVELOPER TOOLS, PROVO, UT | 2013 - 2017

- Built and maintained the CLI used by roughly 200,000 developers a month.
- Owned plugin architecture and the public extension API.
- Wrote three of the team's most-read internal design docs on plugin sandboxing.
- Promoted from Developer to Senior in 2015.

SOFTWARE DEVELOPER | INKWELL WEB GROUP, OREM, UT | 2010 - 2013

- Built features and fixed bugs across a Rails-based CMS used by mid-market publishers.
- Rewrote the image upload pipeline, cutting failed uploads by about a third.
- Was first responder on weekend pages during a 2-year rotation.

- Helped onboard 4 junior developers.