

# Daniel Bear

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## Background

I'm a software developer with an interest in user-facing products and services. I enjoy building and prototyping things quickly. My ideal is to work across a variety of components and technologies -- apps, sites, and services.

Lately I've been using C#, Objective-C, and JavaScript/CoffeeScript, but I have experience in Python, Java, Ruby, ActionScript, C/C++, and SQL. I've worked on content experiences for news and video across mobile, desktop, and living room devices. I'm always up for new challenges.

I strive to be an independent worker and capable leader. When I have free time, I enjoy family, playing guitar, cooking, taking my dogs hiking, and reading fiction.

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## Education

University of California, Los Angeles, 2007

Bachelor of Science (Computer Science, Management) *magna cum laude*

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## Experience

### Technical Lead, Snapchat Present

- TBA

### Software Engineer, Flipboard 2013 to 2015

- Led team that built Flipboard for [Windows 8](#) and [Windows Phone](#)
- Shipped [Briefing](#) app for Android phones and tablets, bundled on Samsung Galaxy S6, Note 4, and other models
- Contributor to Flipboard iOS app, implementing various features and bug fixes
- Built internal prototypes for experimental product features
- Code contributor to other projects: [flipboard.com](#), Android app, internal tools, etc
- Primary technical contact for Microsoft and Nokia

### Principal Development Lead, Hulu 2011 to 2013

#### Projects

- Led team that built Hulu Plus applications for gaming consoles, set-top boxes, smart TVs, and Blu-ray players:
  - Built applications for [PS3](#), [Wii U](#), [Roku](#), [Wii](#), [TiVo](#), [Samsung](#), [Vizio](#), [WD TV](#), LG, RCA, and others
  - Web service and client application for [AppleTV](#)
  - Web service application for [Sony Bravia](#) TV and Blu-ray players
  - Web service that handles application updates and A/B source targeting
- Primary technical contact for Microsoft team building two versions of [Hulu Plus for Xbox 360](#); transitioned codebase to Hulu
- Primary technical contact for all OEM, ODM, SoC partner interactions

#### Lead

- Founding lead of Connected Devices group, growing team to 10 developers
- Co-founded Seattle office, growing team to 30

- Member of dev leads group responsible for tech recruiting, open source involvement, and company engineering practices
- Wrote initial version and maintained open sourced Ectyper [↗](#), a Tornado-based image manipulation service
- Participated in Hackathon projects, three of which are used in production
- Code contributor to other projects: hulu.com video player (Flash, AS3), external partner analytics portal (C#, extJS, Flex), internal metadata processing portal (ASP.NET), Super Bowl ad zone, etc

## Patents

- U.S. Patent 8775672 [↗](#), Architecture for Simulation of Network Conditions for Video Delivery, filed June 2012
- U.S. Patent 9055313 [↗](#), Device Activation Using Encoded Representation, filed May 2013
- U.S. Patent Application 20100303440 [↗](#), Method and Apparatus for Simultaneously Playing a Media Program and an Arbitrarily Chosen Seek Preview Frame, filed May 2009
- U.S. Patent Application 20130339500 [↗](#), Simulation of Network Conditions for Video Delivery, filed June 2012
- U.S. Patent Application 20140156805 [↗](#), Remote Automated Updates for an Application, filed May 2013

## Software Engineer, Hulu 2008 to 2011

### Hulu Desktop [↗](#)

- First 10ft Hulu experience, optimized for use with Apple or Windows Media Center remote controls
- Built Flash application with custom UI and playback (ActionScript 3)
- Maintained native OS host applications handling system functionality on Windows (C++), OS X (Objective-C), and Linux (C)

## Consultant, Deloitte & Touche LLP 2006, 2007 - 2008

- Implemented security solutions for enterprise applications and identity management packages
- Performed formalized testing of applications/systems and documented findings

## Web Chair/Designer, ACM Sigmoblie MobiCom 2006 2005 - 2006

- Designed/created website [↗](#), coordinating updates for international organizing committee
- Embedded Google Maps to present local area restaurants/attractions (KML, Google Maps API)

## Senior Graphic Designer, UCLA Daily Bruin Ad Production Department 2004 - 2005

- Conceptualized and created advertisement and page designs
- Performed unsupervised night post-production and final QA for daily circulation of 20,000

## Side Projects

### Bark Monitor Present [↗](#)

- iPad app that monitors recorded audio and notifies user of spikes
- Used APIs for audio record/playback, CoreData; used Core Plot, AFNetworking libraries
- Real-time web portal and mailer service (Rails, MongoDB, Bootstrap, Heroku)

### Wood Words 2010 [↗](#)

- iPhone word game in which a drag gesture is used to highlight words in the grid of available letters
- Backend for high scores leaderboard, usage analytics, and bug reporting on Google App Engine

### Math Psychic 2009 [↗](#)

- iPhone simple navigation controller app that predicts the number in mind by using elementary algebra
- Integrated AdMob for banner display ads