Daniel Keohane

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DK

Summary

An online, backend, software engineer, interested in high scale deployments. Traditionally working in the Games industry but looking to explore opportunities in the wider technology space.
Currently learning:
- Kubernetes, Container orchestration
- Golang
- Community Development and Leadership (bringing people together internationally around a common technology/engineering goal)
- Unity Game Development - I have produced a few games in my freetime which are shared for free on my itch.io page

Experience

Software Engineer, Demonware
Dublin, Ireland — April 2017 – May 2020

- Responsible for developing, maintaining, and writing test suites for Demonware's first party authentication server, accounts management systems, and A/B Testing systems in Python.
- Most recently, worked on refactoring the client-side (C++ and Python) login flow to help deliver crossplatform login for *Call of Duty: Modern Warfare*. With the launch of the Free to Play version *CoD: Warzone*, we saw our highest ever peak concurrent users of 4.3M CCU.
- Responsible for debugging and triaging production and development issues out of office hours as part of on-call rotation, to resolve high-priority customer facing issues.
- Participated and presented at departmental conferences highlighting contributed work.

- **Languages:** Python, C++
- **DBMS:** MySQL, Cassandra (minor)
- Linux development environment
- **Technologies:** Git, Docker, Jenkins, Kibana, Grafana
- **Responsibilities:** Development, Deployments, Onboarding, On-Call rotation, Customer support

Online Programmer, Ubisoft Annecy
Annecy, France — September 2015 – February 2017

Steep: Responsible for the development of a Shop Management tool to handle in-game shop data for Steep, as well as handle shop discount management.
- Gained experience in Polymer(JS), Flask (Python), MySQL
- Helped maintain the stability of all live systems during the game's launch and live phase

The Division: Developed and maintained a Customer Support Portal in Javascript for the Division used by all customer support agents supporting the Division. Linked javascript queries to C++ server side actions.
- Gained experience in AngularJS, NodeJS, MySQL, C++
- Dealing with requirements and changes based on request of customer support agents

Online Programmer, Ubisoft Reflections
Newcastle, England — July 2014 – September 2015

Selected from over 200 candidates from the UK to join the Ubisoft Graduate Program, I was able to work on 3 game titles during my time at Reflections.
- **The Division:** Helped develop a game-to-web service for the Division in C++, which logged stats data from player game events to be displayed on the player's webpage.
- **Just Dance 2016:** Ported existing server code to Javascript
- **The Crew**: Helped closing of the game with minor feature development and bug-fixing

Education

University of Limerick

Multimedia and Computer Games Development — 2010-2014

Degree: 1st class degree
Average QCA: 3.66/4.0

Hobbies and Interest

- Climbing
- Basketball
- Coffee
- Cooking
- Game Jams + Personal Game Development

Languages

- English (Native)
- Irish (Fluent)
- French (Current level B1, and developing)