

Daniel Eskander

Los Angeles, CA | Open to Remote

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SUMMARY

Software Engineer with experience designing, building, and supporting revenue-generating production systems in high-availability environments. Proven ownership of features end-to-end—from design and implementation through deployment and on-call production support—while collaborating across agile teams. Strong background in object-oriented design, system integrations, and performance optimization, with a focus on scalable, reliable systems.

TECHNICAL SKILLS/CERTIFICATIONS

- **Languages:** Ruby, C++, Java, Python, JavaScript, C, MySQL, PHP, HTML, CSS
- **Frameworks & Libraries:** Ruby on Rails, Vue.js, Kamal, Docker, Unity, Git, APIs
- **Certifications:** AWS Solution Architect Associate
- **Other:** AWS S3, EC2, RDS, ELB, Optimization, Data Modeling, Algorithms, Integrations, REST APIs, CI/CD pipelines, Debugging

WORK EXPERIENCE

ProDIGIQ | Full-Stack Software Engineer

Apr 2024 - Present

- Owned end-to-end delivery of SaaS features used by 25+ government, military, airport, and airline clients, contributing to \$600K+ in new and retained revenue through feature-driven sales and contract extensions
- Engineered, maintained, and documented integrations with Maximo, ESRI GIS, Workday, Microsoft Exchange, Autotime, See Say and external REST APIs, expanding system capabilities and automating manual processes
- Built a configurable query and analytics engine allowing customers to query system data, export results, and generate visualizations
- Minimized customer impact by restoring dropped production datasets from backups, re-establishing system access within minutes
- Refactored a highly-coupled domain model by eliminating N+1 queries and inefficient access patterns, reducing core CRUD latency by 80%+
- Migrated legacy Rails 3 to Rails 6, stabilizing brittle logic while improving performance, maintainability, and scalability
- Led code reviews, technical documentation, and agile sprint planning while mentoring 5 junior engineers
- Delivered technical and client-facing presentations that improved feature adoption, support outcomes, and client relationships

Amazon | Software Engineer Intern

Jun 2022 - Sep 2022

- Built and deployed a full-stack PHP application used by multiple internal Alexa teams to automate data collection for question and answering systems
- Debugged and improved NLP retrieval ranking logic by refining collections of top matching candidates, improving answer relevance and retrieval accuracy
- Deprecated and stabilized legacy CI/CD pipelines, reducing pipeline failures by 23% and freeing up unused financial resources
- Led a hackathon team of four engineers to design and deliver Alexa's first World Cup bracket visualization based on Amazon Presentation Language (APL), overcoming limited documentation and UI and time constraints

PROJETS

Local Equipment Guidance System with NavSea

Sep 2022 - Apr 2023

- Architected and led development of an augmented reality remote maintenance platform using HoloLens, Unity, and C#, enabling live audio and video communication and spatial annotations between the HoloLens and remote devices and earning 3rd place among UCSB engineering capstones
- Solved complex spatial alignment challenges for overlaying 3D drawings and icons while preserving functionality and HoloLens performance constraints

Turkish Draughts AI

Dec 2022

- Implemented a competitive AI using a minimax with alpha-beta pruning algorithm on an 8x8 board, optimized for high branching factor and strict runtime constraints
- Designed heuristic evaluations which have a 98% rate of choosing optimal moves within a 10 minute match

Queries on Social Networks

Jun 2021

- Developed a C++ social network query engine using red-black trees and adjacency lists, improving runtime from quadratic to linear

EDUCATION

University of California Santa Barbara (UCSB)

Sep 2019 - Jun 2023

B.S., Computer Engineering (GPA: 3.66)

- **Achievements:** Engineering Honors Program
- **Coursework:** Algorithms, Databases, Artificial Intelligence, Machine Learning, Computer Architecture