

Experience

Software Engineer II at **Microsoft** (February 2015 - June 2017)

manage.microsoft.com

- Led the charge for converting a monolith to microservices and switching to git.
- Implemented a new deployment model. 1-2 months became 10 minutes.
- Acted as the mentor to every new hire on my team. Attended multiple college recruit trips.
- Recent work: iOS VPP Apps and eBooks UI and API

SE Intern at **Microsoft** (June 2014 - August 2014)

- Did UI and backend work with the Admin Console team on Windows Intune.

Web Developer at **the RIT MAGIC Center** (May 2013 - May 2014)

magic.rit.edu

- Designed and implemented the full web stack, from Python to HTML.
- Hired on to continue working part-time after summer co-op.

Web Designer / Owner at **Pxl Productions** (2010 - Present)

danieljost.com/websites

- Created several websites for small businesses.

Selected Projects

Spectral Robot Task Force (2014)

circularstudios.com

Gameplay Programmer and Team Lead. *A multiplayer turn-based strategy game.*

- Led a team of 15 to create an engine and game using D.
- Coded: Grid system, units, actions, multiplayer.

HN Special (2014 - Present)

github.com/gabrielecirulli/hn-special

Co-Maintainer. *A theme and extension for Hacker News that improves the look and feel.*

- Added support for Firefox, and recently upgraded to WebExtensions.
- Showed enough value that I became the only other project maintainer.

BrickHack (2014 - Present)

brickhack.io

Co-Founder. *RIT's premier hackathon with 400+ attendees.*

- Created codeRIT, the group that created the hackathon and fostered a hacker community.
- Ran the travel team that coordinated students and buses from many states and colleges.

Skills

Languages: Typescript, C#, HTML, CSS, Javascript, D

Tools: Git, Visual Studio, Visual Studio Code, MSBuild, Sublime Text, browser dev tools

Education

Rochester Institute of Technology, Rochester, NY

Graduated December 2014

B.S. Game Design and Development

Minors: Free and Open Source Software and Free Culture; Psychology