Daniel Gleason
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Education
University of Baltimore - Bachelors of Science, Computer Science (2020)
TEFL English teaching license

Work Experience
Application Engineer - Colorlight USA - Burbank, CA (October 2024 - Present)

- Liaison between Chinese team in Shenzhen and USA customers and sales
- Attend trade shows around the USA and China
- Deep understanding of LED industry, hardware design, LED Driver IC chips and circuits.

Build and Release Engineer - Treyarch - Santa Monica, CA (October 2021 - June 2024)

- Designed, configured, and maintained robust build pipelines within an internal CI/CD system
- Developed the Resolvy tool for resolving merge conflicts, streamlining collaboration among 800+ developers and earning recognition from CTO. Under the “Achievements” section of my resume, I have provided a link to the GDC vault presentation I was credited in for this.
- Optimized internal CI builds by transitioning to Python poetry, reducing runtime by 30%. Poetry improved the performance because it enabled the ability to install packages in parallel instead of one by one (using pip).
- Worked on Call of Duty launcher tool which was adopted by all three (3) major game studios that work on COD.

Senior Build Engineer - Free Range Games - Sausalito, CA (June 2021 - October 2021)

- Implemented a CI build system using Jenkins, implemented backups and deployment to AWS using spot instances.
- Leveraged AWS CloudFormation to launch perforce instances and edge servers.
- Managed another teammate by providing them with tasks to work on. I also oversaw their work.
- Modified Unreal Game Sync (UGS) to work as a frontend for the team.

Software Development Engineer in Test - Tech Wizards Inc. - Dahlgren, VA (November 2020 - June 2021)

- Collaborated with the team to write automated tests using C#
- At this company, the main project I worked on was a Unity3D simulation where each individual component had a state machine. Thousands of individual components would have their state managed and each state would represent things like a wire being plugged in, a fan on, light switches, etc. It was essentially like GTA 5 on steroids where every little thing was able to be interacted with.

Support Engineer - Azenta Life Sciences - Remote (November 2017 - October 2020)

- Company produced a SaaS product (https://freezerpro.com) which I supported. It was hosted in DigitalOcean as well as on premises.
- The software was written in Ruby on Rails so I have experience with Rails 3 and Rails 5. I also worked with VMware and Hyper-V.
- GitHub Actions were used for deployment and running linters to test code.
- Ansible was used as well for configuring digital ocean droplets which I ran and modified when needed.

Achievements

- **Resolvy:** Recognized by CTO for developing the Resolvy tool, which resolved thousands of merge conflicts and significantly improved development efficiency. I was also credited in a GDC conference for my work on this: https://gdcvault.com/play/1034459/MergeBot-Activision-s-Merge-and