

DANIEL PARK

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WORK EXPERIENCE

Take-Two Interactive – New York, NY

Lead Software Engineer

Jun 2023–Present

- Executed enterprise collaboration strategy. Designed, developed, deployed and implemented internal tooling to ensure alignment with security, legal and operational standards for over 70 gaming studios.
- Engineered anti-exfiltration bots that monitored Rockstar's slack. These bots would monitor and delete attachments and prompt the user to upload to the secure video player. A report would then be sent to leadership.
- Architected Splunk and Datadog monitors to alert when anything in Slack gets shared to Rockstar.
- Delivered a bot that locks the statuses of Rockstar's Slack. Users could only change their status to a pre-approved list of emojis and texts.
- Evaluated AI tools for company use, including ChatGPT, CoPilot, Gemini, CursorAI, SourceGraph, Glean and Claude. Developed Take-Two's first ChatGPT powered Slack chatbot to manage incidents and cut licensing costs.
- Developed a distributed system to set the retention of 1.4 million slack channels and DMs of 2K users to 90 days over 8 days. System needed to gracefully handle rate limiting and be able to be resumed if interrupted. This system continues to oversee and set the retention of future 2K DMs and channels.
- Developed a script that would use a convolutional neural network to determine a confidence level that an emoji was inappropriate. HR utilized this script to flag and remove 450 emoji. The script also generates a weekly report for HR with buttons to kick off workflows to easily remove emoji .
- Wrote a cronjob for Rockstar that would sync AD group memberships to Slack channels.

Senior Software Engineer

Oct 2020–Jun 2023

- Drove external user strategy by delivering a guest management bot. Slack org owner for 21,000 users.
- Orchestrated large-scale cloud migrations of Slack workspaces, largest being the \$13 billion acquisition of Zynga. Also oversaw acquisitions of Dots, Hookbang, Dynamixyz, VC Austin, HB Studios, Nordeus, Squad, Roll7, Gram Games and Gearbox.
- Wrote a Slack workspace consolidation script. Consolidated over 70 workspaces, 500+ apps and over 3,000 users and guests to just 3 workspaces.
- Delivered the Emoji screener bot. HR and InfoSec used bot to administrate over 46,000 emoji uploads.
- Developed a channel bot for Rockstar. All channels were created through this app to enforce channel naming conventions and permissions across Rockstar's slack. Included workflows to archive, unarchive, rename and convert channels from MPDM to properly named channels.
- Drove the value of the Slack platform by building training workshops and nurturing the developer channels to support the developer community to build Slackbots, workflows and build standard operating procedures.
- Lead of Asians in Gaming since 2021, an employee resource group of 100+ people. Oversaw events and programming for a yearly budget of \$55,000.

Splunk – Seattle, WA

Cloud Security & Compliance Software Engineer

Feb 2020–Jun 2020

- Architected and delivered the incident response bot, a slackbot to assist the NOC with incidents.
- Implemented automated testing, alerting, metrics and monitoring for the incident bot. Designed and provisioned the AWS/k8s/docker infrastructure. The bot has 99% availability and has remediated over 90 incidents.
- Designed and implemented a secrets injection pipeline utilizing terraform, k8s, gitlab, bash and vault.
- Maintained an identity and access management portal through jira, okta, gitlab and terraform.

Polly – Seattle, WA

Full Stack Software Engineer

Jun 2019–Nov 2019

- Contributed to cybersecurity, cloud infrastructure and application development initiatives for a series A startup.
- Refactored the entirety of the poll authoring experience to use Slack's new block kit modals API.

- Audited entire application to be SOC II compliant, secondary pen test by Bishop Fox returned no vulnerabilities.

Capital One – Tysons, VA

Full Stack Software Engineer

Jul 2016–Jun 2019

- Pitched, designed and delivered OneView, a MEAN stack application that acted as a search, upload, tagging and download system for 55 million loan documents. Received 2017 Innovation Team Award.
- Designed and delivered a polling application that allowed upper management to send scheduled, anonymized polls out through slack. Led a team of 3 devs and worked closely with a project manager to deliver this over 4 months.
- Automated cybersecurity incident data aggregation through an incident response Slack bot. Would also assist with post-mortems. Reduced manual toil 52 minutes per alert (80% decrease), 30 alerts a week.
- Contributed java production code to 3rd party external transactions API, the orchestrator and common libraries. This API was the way Capital One exposed up to 180 days of transactions to vendors.
- Delivered a web app to facilitate the Christmas event for St. Joseph's Villa, a local children's shelter.

Software Engineering Intern

Jun 2015 – Aug 2015

- Built Dash, a sprint tracking solution. Merged into Hygieia in 2015, an open source agile tracker.

Pragmatics – Reston, VA

Technical Consultant

Sept 2015–Nov 2015

- Developed two React and React-Native iOS components in ES6 for the FDIC. Responsible for delivering code and test suite. Components were used for various banking functionalities.

PROJECTS AND EXPERTISE

- Languages:** Proficient in Javascript/Typescript and Python. Working experience with Java and Go.
- Frameworks//Technologies:** Spring boot, React, Node/Deno, Flask, FastAPI, Axios, Redis, SQL, Slack API, OpenAI API, Jira API, Postman, Active Directory, G Suite, HTML/CSS, Playwright.
- DevOps & Infrastructure:** AWS, Kubernetes, Docker, Terraform, Vault, Gitlab, Jenkins, Splunk, Datadog, BigQuery, Okta, and Github Actions.
- AI Developer Tooling:** Claude, Gemini, CursorAI, CoPilot, SourceGraph, Codex, Glean.
- UX Design and Javascript contributions to Zairge, a hospitality startup that was acquired in 2017.
- Co-author on paper on Android bug reporting, accepted into MobileSoft '17 in Buenos Aires, Argentina: K. Moran, R. Bonett, C. Bernal-Cárdenas, B. Otten, D. Park, and D. Poshyvanyk, "On-Device Bug Reporting for Android Applications," in *Proceedings of the 4th IEEE/ACM International Conference on Mobile Software Engineering and Systems (MOBILESoft)*, Buenos Aires, Argentina, 2017.

ACCOLADES AND ADDITIONAL EXPERIENCE

- 1st place winner at 14 hackathons and participant of many more. Notably won Yale's 2014 hackathon and participated in the 2015 world hackathon, along winning business hackathons at Slack and Capital One.
- Slackathon 2019 Winner (Slack's hackathon at their annual conference, 150~ invites). The project was an emoji management system that included crowd sourced automated approval and uploading.
- Capital One 2018 Hackathon Winner (300~ participants). The project was a slack bot that provided instant team and org chart lookup. Bot also provided a glossary for corporate terms and acronyms.
- Member of the Customer Advisory and Developer Advisory boards for Slack. Obtained Slack certifications in administration and in development in 2020.
- Speaker at workshops/internal conferences at Capital One, Splunk and Take-Two on Slack bot development and deployment.

EDUCATION

The College of William & Mary - Williamsburg, VA

Class of 2016

- B.S. in Computer Science.