

Daniel Porteous

PRODUCTION ENGINEER

☎ (650) 796-6899 | ✉ danielporteous1@gmail.com | 🏠 dport.me | 🌐 banool | 📄 danielporteous1 | 📍 Palo Alto, CA

Experience

Meta

Menlo Park, CA

PRODUCTION ENGINEER

Apr. 2018 - Present

- **PE Resource Allowance System:** Currently the tech lead for the PE Resource Allowance System team. I'm also the lead of one of the 3 main pods, Simulation and Analysis, where the vision is to align capacity planning and planned operations with the existing capacity reality. I set direction, create projects, help architect systems, roadmap, etc. for my team of 8 engineers and accompanying 10 SWEs.
- **PE IaaS Experimentation:** Tech lead for the IaaS Experimentation initiative. I built a team and established relationships with customers and owners of dependencies. I established the space, set technical direction, created projects for team members, etc. I built the core service and client, which in short can acquire hardware, run containerized workloads, apply custom user automation, and clean up on expiration.
- **PE IaaS Resources:** Worked on variety of challenging technical problems such as fleet maintenance, fleet spread, capacity accounting, scheduling, hardware evaluation, and more. Helped build a state machine backed workflow engine in Rust from scratch.
- **PE Cache:** Supported TAO (our social graph caching abstraction) and Memcache. Built tooling for shadow testing, progressive server upgrade rollouts, continuous integration testing, graceful maintenance, and decoms with appropriate ratelimiting.
- Have mentored 3 interns, multiple new grads, and visited university campuses many times. During COVID, I regularly meet with students online.

Meta (Instagram)

Menlo Park, CA

PRODUCTION ENGINEER INTERN

Jan. 2017 - Apr. 2017

- Created an agent that runs on every Instagram server, responsible for enforcing a server version rollout state, setting up virtual environments, etc. After finishing early, built the system responsible for determining which server version particular machine tiers should run as part of a C1 / C2 / C3 system. Fully productionized this system with dashboards, alarms, logs, integration tests, etc. Still in use as of 2022.

The University of Melbourne

Melbourne, VIC, Australia

TUTOR / TA

Jul. 2017 - Dec. 2017

- COMP10002: Foundations of Algorithms and SWEN20003: Object Oriented Software Development.

Education

The University of Melbourne

Melbourne, VIC, Australia

BACHELOR OF SCIENCE: COMPUTER SCIENCE

Dec 2017

- **Statement of Results:** [Link](#) - Current as of Feb 2018

Skills

Languages Rust, Python, Dart, Typescript, SQL, C, C++

Frameworks Ansible, systemd, Docker, Podman, CentOS, Django, Actix, Thrift, Protobufs, Flutter, React, Redux

Projects

Auslan Video Dictionary

- [Auslan Dictionary](#) is a video dictionary app for Australian Sign Language for iOS, Android, and other platforms built in Flutter.
- I build and distribute this app for free. As of May 2021, the app is used by the Australian Government in the Victorian College for the Deaf for students from Year 1 - 12 (run on Android TVs), which is really a great honour. It has over 43,000 downloads.

KOMBIO® Scorekeeper

- [KOMBIO® Scorekeeper](#) is the official scorekeeping app for KOMBIO®, "the world's greatest card game".
- I designed and built this in Flutter for free for my housemate Andrew, the creator of the game.

Server Setup

- [banool/server-setup](#) demonstrates how I configure my side project server (which runs > 20 projects) with Ansible, Podman, systemd, uptime monitoring, secrets management, nginx, https, etc.

Recreation.gov Campsite Checker

- [Project](#) to alert you when campsites become available on recreation.gov. Has an absurd 172 stars.

Pycon AU Talks

- Pycon AU 2018: [Context Managers: You Can Write Your Own!](#)
- Pycon AU 2019: [No Time to Idle About: Profiling Import Time in Python](#)