David Berton

Staff Engineer
Architect
Technical Lead

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Skills

David Berton
100 Degrassi Street
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I am a long-time software developer and technical lead. I have strong Python and Golang knowledge, as well as expertise in the C++ language. This includes extensive experience in application and database design, as well as with library and API development both in the *nix environment and on other platforms. I have project management and architect-level experience, and am familiar with leading large, complicated projects through all phases of development, testing, documentation, release and maintenance.

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Experience

dbt Labs / Staff Software Engineer
APR 2021 - PRESENT, Remote / Philadelphia, PA

Senior platform developer and technical lead for dbt Cloud. Python, Go, Docker, Kubernetes, AWS, Redis, RabbitMQ, PostgreSQL, Snowflake, Snowplow, bash, Linux, dbt, Django.

http://dbt.com

Hamilton Group / AVP, Senior Software Engineer
FEB 2017 -MAR 2021, Remote / Hamilton, Bermuda

Technical lead for the Hamilton Analytics and Risk Platform (HARP). C++, Qt, Python, Flask, Docker swarm, Azure

https://www.hamiltongroup.com/in-bermuda/

Monetate / Architect, Software Engineer
FEB 2014 - JAN 2017, Conshohoken, PA

Technical lead on large data processing projects for an online marketing startup. Python, sqlalchemy, cherrypy, C++, Go, Bash, Angularjs, AWS.

https://www.monetate.com/

http://fortune.com/2014/04/17/from-two-employees-to-220-in-only-six-years/

Rita's Franchise Company / Director of Application Development
JAN 2012 - JAN 2014, Trevose, PA

Architected and managed a team to implement all internal systems which manage 600+ franchise locations, hundreds of corporate and remote users, and coordinated multiple 3rd party integrations. C++, Objective-C, Python, sqlalchemy, Cherrypy, ColdFusion.

Eventide / Senior Software Engineer

JAN 2005 - JAN 2012, Little Ferry, NJ

Designed and implemented a suite of client applications which query and manipulate the Eventide Atlas Series, NexLog Series and DIR911t recorders. Also designed and built the Eventide Update Utility (which runs on two architectures and four different operating systems) for the Eventide Stomp Boxes. C++ (gcc on Linux, MSVC++ on Win32 and gcc on Mac OS X). Qt, STL, Boost. AWS.

https://www.eventidecommunications.com/

https://www.eventideaudio.com/products/live

NEC Laboratories America / Associate Research Staff

JAN 2002 - JAN 2005, Princeton, NJ

NEC Labs is a center for advanced computer science research. I designed and implemented the Inquirus V3 metasearch engine as part of a team led by Dr. Eric Glover. C++ (gcc on Linux). Qt and ACE libraries, Boost, SVM usage for query optimization/rewriting.

http://www.nec-labs.com/

Trolltech AS/ Software Engineer

JAN 2000 - JAN 2001, Oslo, Norway

Designed and implemented the first database module in Qt 3.0. I also helped design the modern qmake utility. C++ (gcc on Linux, MSVC++ on Win32, gcc on OpenBSD. qmake usage and development for build infrastructure.

https://doc.qt.io/archives/3.3/sql.html

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Education

University of Massachusetts / Bachelor of Arts

1995, Amherst, MA

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Articles / Projects

See https://dbactual.org for complete list.