Daniel Friedman

New York, NY
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Experience

Taptap Send

New York, NY / Remote

June 2019 - October 2023

Lead Engineer Core Product

Kotlin, Spring Boot, TypeScript, React Native, AWS

- Led technical design and implementation of user-facing payment flows, fueling corridor growth across Europe, Africa, USA, UAE, Asia, South America, and Central America
- Launched product and internal tooling to manage KYC complexity, alleviating customer spending limits and reducing operational friction
- Delivered across the SDLC by defining and delegating projects, directing releases, monitoring, rollout, and on-call
- Cultivated technical initiatives through RFCs, architectural collaboration, and targeted rewrites to improve the reliability and performance of critical-path workflows

Parabol

Remote

September 2017 - March 2018

Software Engineer

JavaScript, React, GraphQL

- Built features for a novel realtime multiplayer app to manage retrospective meetings
- Launched new authentication flows
- Translated designs into component library

MIT CSAIL

Cambridge, MA

June 2016 - September 2017

Software Engineer

JavaScript, Go, React

- Architected applications and core libraries for Solid, a decentralized social data platform led by Tim Berners-Lee
- Prototyped twinql, a query language to aggregate data across the semantic web
- Raised technical standards through consistent code reviews, increased testing, and targeted refactors

edX

Cambridge, MA

July 2014 - June 2016

Software Engineer Teaching & Learning, Analytics

Python, Django, JavaScript, Backbone

- Built features used by millions for cooperative learning, course composition, and analysis of learner engagement
- Dramatically increased web accessibility across the platform

Education

Oberlin College

Oberlin, OH

2010 - 2014

B.A. Computer Science Major GPA: 3.77, Overall: 3.67

Compilers, Artificial Intelligence, Human Computer Interaction, Computer Graphics, Computer and Information Security, Theory of Computer Science, Algorithms

Misc

Sabbatical

November 2023 - Present

- Attended the Recurse Center, a 12-week programming retreat in summer 2024
- Built moire, a polyrhythmic granular synthesizer for the web
- Worked on music production, picked up new instruments, and recorded throughout 2024-2025