

Daniel Hatadi

Personal Details

Address 12/102 William Street
Five Dock, Sydney, NSW 2046
Australia
Telephone Mobile: +61 493 525 175
E-mail dhatadi@gmail.com
Linked-In <http://au.linkedin.com/in/danielhatadi>

Summary

Daniel is a senior software engineer with eight years experience working on music technology software using C++ and Qt for an industry leading company. Previously, he spent over a decade in the slot machine industry developing in C++/Java/C#. He has extensive experience working with UX/UI designers to develop efficient and attractive GUIs in conjunction with fast, stable backends on Mac/Windows/Linux desktop and embedded systems and has a keen interest in all things music and audio.

Skills

Languages

- C++, 15 years
- Java, 4 years
- C#, 1 year for Unity and Visual Studio
- Angelscript / LUA 3 years
- Scripting in Python / Perl / Bash – supporting tools and scripts
- ARM RISC assembly, 4 years on multitasking embedded systems

Packages

- Version control: Git/Bitbucket/GitHub, Perforce, CVS
- IDEs: Xcode, VS Code, Visual Studio, Qt Creator
- Tools: Atlassian JIRA, Confluence
- Proficient with modern DAWs including Logic Pro, Ableton Live, Steinberg Cubase, Avid Pro Tools, Native Instruments Maschine, Universal Audio Luna

Other

- Leadership experience – 5 years as an engineering lead
- Excellent communications skills (written and verbal)
- Music production and audio engineering, keyboard, guitar, harmonica, drum programming.

Career History

- November 2022 – Present
Freelance Software Engineer

Client: Native Instruments GmbH (Guitar Rig 7, Kontakt, Massive X)

Duties

- Working in the Synth & Effects team on Guitar Rig 7 using Modern C++ and Qt/QML.
- Participated heavily in the design of Guitar Rig's Cabinet IR Loader as well as implementing this in C++/Qt/QML.
- Implemented Guitar Rig's Signal Flow in the right sidebar with extensive use of C++/Qt/Qml
- Regularly running Qt Community of Practice meetings to share knowledge and help keep up to date with the latest developments.

Released Products

- Effects: Guitar Rig 7

Client: Frisson Factory

Duties

- Supported team with bug fixes

- September 2016 – October 2022
Native Instruments GmbH
Schlesische Straße 29-30
10997 Berlin, Germany
Senior Software Engineer

Duties

- Working in the Synth & Effects team on a range of products using Modern C++ and Qt/QML to produce cross platform plugins and standalone apps for Windows and Mac.
- Regularly running Qt Community of Practice meetings to share knowledge and help keep up to date with the latest developments.
- Providing concrete input to the design and audio behaviour of the synths and effects as well as contributing to releases with factory presets.
- Have also worked on 'Hackday' projects that have been subsequently released for Reaktor and Massive X, as well as some work on Maschine for future possible enhancements.

Released Products

- Effects: Mod Pack, Crush Pack, Guitar Rig 6
- Synths: Massive X
- Maintenance: Absynth, FM8, Massive, all standalone effects

- September 2013 – May 2016
Scientific Games (parent company of WMS Gaming)
Ultimo
Ph: +61-2-9211-8920
Lead Software Engineer

Duties

- Managing and mentoring a group of software engineers.
- Resource allocation, defect triage, executive reporting, running weekly engineering meeting.
- Agile development with JIRA including running sprint planning.

- From May 2015 to present: Produced slot machines for an international market using C++, C#, Unity, on a Windows based platform.
 - Pre May 2015: Produced slot machines for an international market using C++, LUA, on a Linux based platform.
 - Perforce version control.
 - Visual Studio 2013.
 - Client/server architecture.
- August 2011– September 2013
WMS Gaming
 Ultimo
 Ph: +61-2-9211-8920
 Associate Lead Engineer

Duties
 - Managing and mentoring a small group of software engineers.
 - Produced slot machines for an international market using C++, LUA, on a Linux based platform.
 - CVS and StarTeam for version control.
 - Agile development using JIRA/Greenhopper.
 - Test Driven Development with UnitTest++.
 - Slickedit, Eclipse, Netbeans IDEs.
 - Tool maintenance using Perl.
- August 2006– August 2011
WMS Gaming
 Ultimo
 Ph: +61-2-9211-8920
 Senior Software Engineer

Duties
 - Produced slot machines for an international market using C++, LUA, on a Linux based platform.
 - Developed slot machine software for Australian market using C on a Linux based platform.
 - CVS and StarTeam for version control.
 - Agile development using JIRA/Greenhopper.
 - Test Driven Development with UnitTest++.
 - Slickedit, Eclipse, Netbeans IDEs.
 - Tool maintenance using Perl.
- April 2001 – April 2006
IGT Australia
 Software Engineer

Duties
 - Developing and maintaining new slot machine gaming software in Java for the Australian market on two separate platforms.
 - Version control using PVCS and Microsoft Visual Source Safe.
 - Creation of game software template.
 - Writing of tools to support development in Java.
 - Conversion of legacy music to MIDI format.
 - Creation of music for slot machines.

- June 2000 – December 2000
Lucent Technologies (Bell Labs)
Software Engineer

Duties

- Worked on SHDSL card for telecoms industry, C programming language, Unix operating system.
- Debugging and testing in a clean room with an oscilloscope.
- Custom version control and bug tracker software.
- Bash and Perl script development for HP-Unix.

- February 1996 – May 2000
Aristocrat Leisure Industries
Software Engineer

Duties

- Developing new slot machine gaming software in C for the NSW market.
- Developed on Unix on an embedded system.
- Assembly optimisation on ARM RISC platform.
- Modification of game software to incorporate new game type.
- Version control with PVCS and Microsoft Visual Source Safe.
- Maintenance / enhancement of system software, with some work on device drivers.

Education

1991 - 1994
University Of New South Wales
Sydney, NSW
Completed Bachelor of Science (Computer Science)

References

Available on request