

Daniel Smith

daniel@danielsmith.io — danielsmith.io — github.com/futuroptimist — linkedin.com/in/danielsmith4483

Summary

Site Reliability Engineer with 6+ years at YouTube (Google) delivering planet-scale reliability through automation, observability, and on-call leadership. Builder of developer platforms and AI-assisted tooling (flywheel, jobbot3000, sugarkube) that help teams ship safer software faster across consumer, enterprise, and startup environments.

Skills

Languages: Python, Go, SQL, C++, JavaScript/TypeScript, Ruby, Objective-C

Infra/Tools: Borg (Google cluster manager), **Kubernetes**, **Docker**, GoogleSQL/BigQuery (**GCP**), GSLB, Linux, GitHub Actions, Three.js/WebGL, React/Next.js, Svelte, Astro

Practices: SRE (SLOs, incident response, capacity/reliability reviews), observability, CI/CD, testing, code health, **prompt docs & agentic coding**, LLM prompt engineering

Experience

YouTube (Google)

San Bruno, CA

Site Reliability Engineer (L4)

Sep 2018 – May 2025

- **Elevated reliability decisions:** Created reliability metrics and dashboards used by leadership to assess product health and prioritize fixes across surfaces.
- **Reduced toil and sped up detection:** Automated monitoring and analysis in Python, Go, SQL, and C++, improving signal quality for high-volume production systems.
- **Cross-org impact:** Consulted with teams across Alphabet to adopt consistent metrics and review methodologies; documented patterns and playbooks.
- **Incident operations:** On-call across Core SRE, Trust & Safety SRE, and Search SRE; partnered with dev teams to improve runbooks and readiness.
- **LLM prototyping:** Built a Gemini-based summarizer for real-time in-app user feedback during a hackathon to surface actionable signals for triage.
- Promoted to **L4** in Dec 2021; mentored new engineers and strengthened onboarding.

Naval Research Laboratory

Stennis Space Center, MS

Software Engineer

Jan 2017 – Sep 2018

- Delivered C++/Qt data-processing applications; shipped features in Scrum sprints with remote collaboration and shareable demos/docs.

The University of Southern Mississippi

Hattiesburg, MS

Software Developer

Mar 2014 – Dec 2016

- Built an Objective-C content-delivery framework for university iOS apps; authored networking libraries for real-time content updates.

Selected Open Source & Personal Projects (GitHub: github.com/futuroptimist)

- **democratized.space** - Retro-futurist text sim live since 2022; offline-first quests teach real-world hobbies.
- **token.place** - Peer-to-peer generative AI mesh where encrypted compute tokens let volunteers share GPUs safely.
- **gabriel** - Privacy-first guardian-angel LLM delivering local security coaching and incident triage.
- **flywheel** - GitHub template bundling CI/tests/docs and **prompt docs**; cross-repo index in `docs/prompt-docs-summary.md`.
- **futuroptimist** - Automated YouTube video scripting pipeline stitching research, outlines, and narration-ready drafts.
- **f2clipboard** - CLI that parses Codex tasks and GitHub logs to ship concise debugging reports.
- **danielsmith.io** - Interactive Three.js/WebGL portfolio (orthographic scene; keyboard navigation) with text-only fallback.
- **jobbot3000** - Resume and interview-prep pipeline (LLM-assisted prompts, templating, checklists).
- **sugarkube** - k3s plus Cloudflare-tunnel hosting for personal sites; Raspberry Pi-friendly, outage-resistant.

Education

The University of Southern Mississippi - M.S. Computer Science, *GPA: 4.0*

Aug 2015 – Aug 2016

The University of Southern Mississippi - B.S. Computer Science, *GPA: 4.0*

May 2013 – May 2015

Jones County Junior College - A.A.S. Information System Technology, *GPA: 4.0*

Aug 2011 – May 2013