

Dany Naser Addin

Senior Software Engineer · Fullstack · Distributed Systems · Live Service Platforms

contact@dany-naser.com · +1 438 630 3337 · Montréal, QC · [LinkedIn](#) · [dany-naser.com](#)

ABOUT

Fullstack Senior Software Engineer with 5+ years shipping and scaling live-service backend systems and internal tooling at Ubisoft (Rainbow Six Siege, 100M+ players). Published first-author researcher in XR/AR and autonomous systems (M.Sc.A., Polytechnique Montréal). Engineering at real scale: 100M+ player accounts managed, 750K+ accounts secured during a live cyberattack, sub-20-minute deployment cycles across a suite of microservices. Deep polyglot stack (Go, C#, TypeScript, Python, C++). Effective technical multiplier — architecture reference, incident lead, and active team mentor.

TECHNICAL SKILLS

Languages: Go · C#/.NET · TypeScript · JavaScript · Node.js · Python · C++ · Bash · SQL

Frontend: Vue.js · Microfrontends · HTML/CSS · Cypress (E2E) · Integration & Unit Testing

Platform & DevOps: Docker · Kubernetes · ArgoCD · GitLab CI · Prometheus · Elasticsearch · Kibana

Architecture: Microservices · RESTful APIs · Distributed Systems · Data Pipelines · Event-driven Design

Game & XR: Unreal Engine 4 · AR/VR (XR) · HoloLens · Magic Leap · Real-time Systems

AI & Dev Tools: Claude Code · GitHub Copilot · Cursor · LLM-assisted development · Prompt Engineering · OpenAI API

Process: Agile/Scrum · System Design · Code Review · Mentoring · Technical Documentation

EXPERIENCE

Tools Programmer – Rainbow Six Siege @ Ubisoft

Jun 2022 – Present

Backend & frontend tooling for monetization systems and live content operations on Rainbow Six Siege — a 100M+ player AAA online game (Ubisoft Montréal).

- Shipped a production-grade internal tooling suite enabling cross-team configuration of monetization data and cloud services — with **sub-20-minute test-to-production cycles** and sprint-cadence releases across a suite of **5-10 microservices**.
- Scaled data pipelines to manage **100M+ player accounts** — including inventory synchronization, correction workflows, and access migrations powering Rainbow Six Siege's free-to-play transition and new upselling and token monetization revenue streams.
- Led incident response to a cyberattack affecting **750K+ player accounts** — owned and executed a precision rollback of **~150M transactions** under operational pressure, fully restoring data integrity and protecting platform revenue continuity.
- Strengthened production reliability through database migrations, microservices diagnostics, E2E test refactoring, and automated production-fix scripts — reducing deployment risk and mean time to recovery across live content update cycles.
- Acted as technical multiplier: architecture reference for monetization systems, mentored 3+ junior engineers and interns, drove tech talks and documentation — raising team velocity in a 9-person engineering team.

Stack: Go · C#/.NET · TypeScript/Node.js · Python · C++ · Vue.js · Cypress · Docker · Kubernetes · ArgoCD · GitLab CI · Prometheus · Elasticsearch · Kibana

Full-Stack Software Developer @ Aspen Technology

Feb 2021 – Jun 2022

- Shipped feature enhancements and bug fixes across .NET backend services and Vue.js web apps, expanding core product functionality across multiple enterprise platforms.
- Contributed to Docker containerization and CI/CD pipeline setup — improving deployment reliability and developer iteration speed.
- Recognized with multiple team awards within year 1 for engineering quality and cross-team collaboration.

Research Engineer – XR & Autonomous Systems @ Polytechnique Montréal

Sep 2018 – Dec 2020

AR interface research for drone-based emergency-response systems — in collaboration with Humanitas Solutions Inc. and Montréal Fire Dept (SIM).

- Developed and shipped a hands-free AR application for Microsoft HoloLens 1.0 and Magic Leap 1 using Unreal Engine 4 — enabling a single operator to manage a swarm of UAVs during fire-related emergencies through spatial AR overlays.
- Architected a real-time control system integrating live sensor data streams with 3D contextual AR overlays, improving situational awareness — validated through comparative experiments against desktop controls.

Publication: "Design and Test of an Adaptive Augmented Reality Interface to Manage Systems to Assist Critical Missions"

Naser Addin, D. & Ozell, B. · arXiv:2103.14160 · arxiv.org/abs/2103.14160

Press coverage: TechXplore (April 2021) · techxplore.com/news/2021-04-ar-interface-human-agents-critical.html

Awarded performance scholarship by Humanitas Solutions Inc. for exceptional research contributions.

EDUCATION

M.Sc.A. in Computer & Software Engineering — XR / Augmented Reality

2018 – 2020

Polytechnique Montréal (Canada) • GPA: 3.83 / 4.0

B.Eng. in Computer & Software Engineering

2013 – 2018

Grenoble INP – Esisar, France (IT, Networks & Cybersecurity) • GPA: 3.3 / 4.0

LEADERSHIP & COMMUNITY

- Internal Affairs Coordinator — Polytechnique Montréal Graduate Association (AÉCSP): organized events for 600+ attendees, managed teams of 30+ members; planned team-building activities and cohesion initiatives to strengthen group dynamics.
- Held President, Secretary, and Treasurer roles at the Grenoble INP – Esisar student association; active on 6+ committees across both Polytechnique Montréal and Polytechnique Grenoble.
- Known for an open, collaborative work style — naturally sociable, consistently fostered positive team environments and cross-functional relationships throughout academic and professional settings.

Languages: French (Native) · English (Professional)