

Dan Rosenshain

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SUMMARY

Product engineer and technical generalist with 15+ years of experience taking products from idea to scale. Worked across engineering, product, design, marketing, and growth, from hands-on code and systems design to positioning, acquisition, and team leadership. Founder-minded, AI-pilled, and happiest owning hard problems end-to-end. Built across web, mobile, cloud, and on-premises environments, with experience using Google Cloud Platform, AWS, and Kubernetes where they fit.

EXPERIENCE

Co-Founder, CTO & CMO

Mar 2021 - Feb 2026

Gankster

- Co-founded a competitive gaming network that grew to 10M gamers across League of Legends, Fortnite, Valorant, Dota 2, and Rocket League
- Worked across product, engineering, design, marketing, and growth, owning the path from idea and positioning through interface, systems, launch, and reliability
- Built and scaled core systems across Google Cloud Platform, AWS, and Kubernetes
- Bootstrapped from zero and helped raise over \$10M

Yunite Lead

Mar 2023 - Feb 2026

Yunite (Acquired by Gankster)

- Led product and engineering after acquisition for a Fortnite platform serving 10M+ registered Discord users and 20K+ weekly matches
- Led Yunite's industry-leading Fortnite Creative integration

Founder

Oct 2019 - Present

Best Hosting Network

- Built and monetized portfolio of gaming hosting properties from scratch; reached 6-figure revenue at its peak
- Did everything solo: product, development, content, marketing, automation, and revenue

Product Engineer

Sep 2016 - May 2019

Hedge-Tech Financial Engineering

- Built an on-premises risk analysis product used by top-10 financial institutions, including admin tooling and live data visualization dashboards
- Shipped JavaScript and React interfaces with C# and .NET services using DevExtreme
- Built back-end services and APIs using C# .NET Web API and SignalR

Co-Founder & CTO

Oct 2014 - Sep 2016

Spotlight

- Led design, architecture, and development of multiple products with a small team
- Built full stack: Node.js + Postgres, Redis/ElasticSearch for caching/search, Ionic on mobile
- Managed AWS cloud architecture (Beanstalk, S3, RDS)
- Shipped mobile apps for Android + iOS using Java, RxJava, Dagger, FFmpeg

Web Developer

May 2013 - Oct 2014

OneTwoTrade

- Sole remote developer alongside CTO; owned core website + trading platform work
- Integrated third-party financial APIs; reduced fraud and improved internationalization

C# .NET Developer

May 2008 - May 2013

Israeli Military Intelligence - Unit 8200

- Worked on geospatial systems and data automation at scale
- Built internal frameworks and production tools used by large teams

SKILLS

Languages & Tools: JavaScript, TypeScript, React, Node.js, C#, .NET, Java, SQL, Postgres, Redis, ElasticSearch

Infrastructure: Google Cloud Platform, AWS, Kubernetes, System Design, Cloud Architecture

Product, Design & Growth: Product Management, Product Design, Marketing, Growth, Team Leadership, Mobile Development (Android/iOS)

Hacking & Open Source: github.com/dan-dr