Dan Hough

Full-stack mobile and web developer

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About Dan

I'm a London-based software engineer working in Huddle's Mobile team. I spend a lot of my time working on **web applications**, as well as **native iOS Applications**. I am comfortable going up and down the stack in order to implement a new feature. I have more than 4 years developing software professionally, and I am keen to learn more and extend my skills in programming as well as product management.

Lists of Things

Hobbies: Bouldering, Squash, Snowboarding, Running. Illlustration & drawing, design. Singing, guitar & songwriting. Music. Public speaking. Cinema, television, coffee, general Internetting.

Recent Books: *Joel on Software* by Joel Spolsky, *JavaScript: The Good Parts* by Douglas Crockford, *The Newsflesh Trilogy* by Mira Grant, *Rework* by 37signals, *You Talkin' to Me?* by Sam Leith.
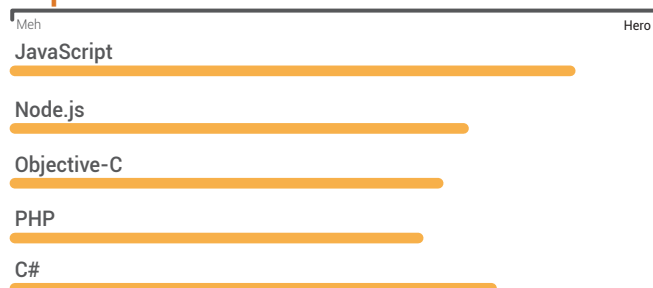
Side Projects & Cool Stuff I've Made:
StreetScout (http://streetscoutapp.com)
SkiFree.js (http://basicallydan.github.io/skifree.js)
Busking (http://youtu.be/LmDXpLbi2w0)
ONDA (https://github.com/basicallydan/Onda)

Windows or Mac? Happy with both.

Technical Skills

Experience

Meh → Hero

JavaScript
Node.js
Objective-C
PHP
C#

Recency

Never → This week

JavaScript
Node.js
Objective-C
PHP
C#
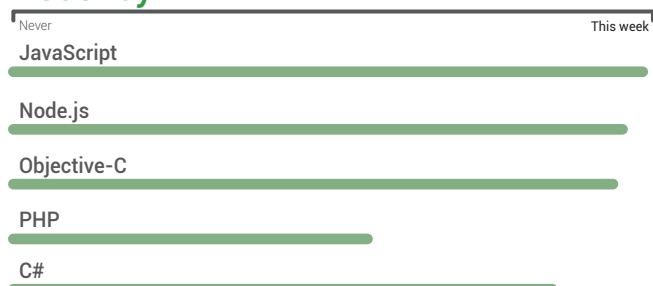
Employment History

Huddle
Junior Developer to Developer, July 2011 - Present
Worked on a backend REST API (.NET), frontend single-page web app using **Knockout.js** and a custom JS module manager, used by thousands of users daily. Helped refactor a legacy system into a much more **scalable SOA** system. Led a prototype skunkworks team. Joined mobile team to work on native iOS apps. Agile methodology: **SCRUM** teams, daily **standups**, estimations, elaborations & retrospectives.

Thin Martian
Intern to Developer, July 2010 - July 2011
Backend and frontend for clients' websites and microsites using mostly .NET and JavaScript.

Formal Education & Training

The University of Sheffield
September 2006 - June 2010
1st Class BEng Software Engineering

Akeley Wood Senior School
December 2001 - June 2006
A-Levels: Business Studies A, Computing A, Psychology C
GCSEs: 1 A, 4 Bs, 4 Cs

Other Programming Languages & Technologies
Java, Python, PHP, MongoDB, SQL, CSS, SASS, LESS, (X)HTML (inc. HTML5), Rake, Grunt, XML, Pascal, Haskell, PROLOG.

Software
Sublime Text, Git, Visual Studio, XCode, Adobe Photoshop, Flash & Illustrator (CS1-CS5), Mac OS X, MS Windows (ME - 7), Linux (openSuSE and Ubuntu), SVN, Eclipse.

Software Engineering Concepts
Agile Methodologies, Object-oriented Design, REST, Test-Driven Design, Continuous Integration, Behaviour-Driven Design, Coincidence-Driven Design, SOA, MVC, MVVM, AJAX, Modular Design, Event-driven programming.

In this Curriculum Vitae I have attempted to include only the most relevant information for readability and brevity. However, if you have any further questions about my experience or skills please feel free to email me at daniel.hough@gmail.com or see my personal website danhough.com :)