Daniel Clayson

Full-Stack Developer

Personal Info

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Skills

Javascript

Meteor.js

React.js

Node.js

MongoDB

Python

HTML / CSS

AWS (DynamoDB, Lambda, s3, etc)

C#

Tools

Webstorm

Unity3D

Windows

Ubuntu

Adobe Photoshop

Adobe Illustrator

Adobe XD

Balsamiq

Revit

Dynamo

AutoCAD

3D Studio Max

Sketchup

Oculus Rift

HTC Vive

Languages

Spanish (Conversational)

I'm a full-stack web developer with a background in architectural design -- of both the building and software varieties. I use web technologies, video game engines, VR, AR, and more to build applications that improve the lives of everyone living and working inside of buildings. I'm looking for my next problem to solve.

Experience

Sep 2015 - Present

Technical Co-Founder
Dabblefox

Designed and developed a suite of tools that help 10+ colleges around the country simplify their custodial and space planning needs. Worked closely with facility directors and end-users to produce tools to simplify custodial planning, management, and compliance

- **Collaborated closely with existing clients to develop new tools** All tools were built with regular input from customers, including frequent in-person and remote discussions
- **Created connections to third-party APIs** Built schedule and floorplan connections to services including Onuma, Ad-Astra, Collegenet, and others
- **Provided training and customer support** Delivered in-person and remote training to a variety of customer types
- **Managed front and back-end services** Fully responsible for designing, developing, and maintaining production and development servers and web-apps

May 2018 - July 2018

Entrepreneur in Residence
Dark

Worked alongside the Dark team while developing and deploying the first production application using the Dark platform-as-a-service

- **Assisted Dark in developing the product roadmap** Provided frequent feedback that aided in prioritzing the team's work
- **Stress-tested and identified bugs** Worked closely with Dark to identify reproducible bugs, and implement improved workflows

July 2015 - Jan 2018

Job Captain
Steinberg Hart

Provided AutoCAD and Revit services, managed multiple college space inventories, and worked to improve the technological capacities of the firm

- **Created a Virtual-Reality room and workflow** Used personal VR equipment to showcase possibilities, which led to setting up and managing dedicated VR spaces in two offices
- **Specced and maintained local 3D Printer** Identified and purchased a preferred printer, trained staff in its use, provided maintenance and repair services, and aided in creating the firm's largest 3D models
- **Provided regular inter-office training** Trained staff in multiple offices on new technology and workflows

Dec 2011 - July 2015

Programmer Analyst / CAD Technician / Junior Designer
STV / vbn

Provided AutoCAD and Revit services to the education and transportation divisions, aided in construction documentation, and provided new presentation options

- **Worked on the company-wide BIM456 Team** Provided technology support and new ideas. Led the team's participation in multiple AEC Hackathons
- **Developed AR, VR, and web presentations** Tasked with developing a new method of presenting projects, used Unity3D to develop immersive applications to present buildings and validate designs
- **Built web-based tools for internal and external use** Designed, developed, and deployed STV+, a suite of web tools to aid internal teams with space planning, and to help clients understand their space

Education

2009 - 2011

University of California, Berkeley
BA, Architecture

Study Abroad: University of Hong Kong

Awards / Presentations

2016

Enflux VR Hackathon
Best Immersive Tech AEC (Architecture, Engineering, and Construction)

2013

California Community College Facility Coalition
Gaming Technologies and FUSION / Onuma / GIS: A Future in Designing Efficient and Effective Facilities