Danielle Lindblom

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Portfolio | GitHub | LinkedIn

Summary

Customer focused **Frontend Developer** with expertise in **React.js, Next.js,** and **TypeScript**, specializing in **web accessibility** and **user experience**. Demonstrates consistent success delivering complex projects under pressure, leading technical teams, and driving process improvements. Combines engineering rigor with mentoring strengths to drive team success.

Skills

Frontend Technologies: React.js • Next.js • TypeScript • JavaScript • HTML & CSS
Styling & UI: Sass/SCSS • Bootstrap • Tailwind CSS • Material UI • shadcn/ui • Framer Motion
Tools & Testing: Git & GitHub • Web Accessibility • Unit Testing (Jest, RTL) • Agile & Scrum
APIs & Deployment: REST API • Firebase • Vercel

Experience

Software Developer (remote)

WE DESIGN AND BUILD WEBSITES – Freelance   April 2025 – Present

- Delivered a custom marketing landing page for client Great Harvest, collaborating with a cross-functional design and development team to meet a tight coding turnaround of 6 days.
- Developed responsive web components using **Next.js, React, TypeScript,** and **Tailwind CSS**, translating detailed **Figma** designs into pixel-perfect, cross-browser compatible code.
- Identified and resolved 24+ critical **accessibility** issues through comprehensive code analysis and web browser testing tools, ensuring WCAG compliance and inclusive user experience.

Frontend Engineer (remote)

GRIDIRON SURVIVOR – Software Engineering Apprenticeship   October 2024 – Present

- Built and maintained two prototype SaaS applications using **Next.js, TypeScript, React.js, shadcn/ui** and **Tailwind CSS,** including comprehensive **unit testing** with **Jest** and **React Testing Library** to ensure code reliability.
- Designed testing improvement strategy through detailed audit of unit, integration, and E2E test coverage, delivering comprehensive roadmap of 200+ actionable items to optimize code quality assurance.
- Developed and delivered onboarding training for 6 new engineers on Git workflow standards, branch management, and pull request protocols, reducing onboarding time and improving code quality and consistency.

Implementation Specialist (remote)

SUBMITTABLE – Startup SaaS Company   February 2022 – June 2024

- Built and deployed mission-critical intake form for Minnesota's $1B Tax Rebate Program in under 2 weeks, creating complex multi-lingual solution with accessibility and inclusion best practices to serve thousands of citizens with a smooth launch.
- Onboarded 100+ new customers utilizing a robust intake process, **project management**, and detailed **technical training** that improved customer time-to-value and platform adoption.
- Engineered custom **automation workflow** for enterprise client, implementing multi-stage solution that eliminated 50% of manual processing time.
- Drove **accessibility** excellence as core Accessibility Team contributor, identifying customer pain points, sharing best practices, and resolving technical barriers.

Small Business Owner

DANIELLE LINDBLOM COACHING   October 2018 – February 2022
HIGH SPIRITS DOG TRAINING   July 2014 – August 2019

- Launched and scaled 2 profitable service businesses using customer-centric approach, developing consultative sales process that delivered tailored solutions and drove organic growth through referrals.
- Developed and optimized professional business **websites**, integrating SEO best practices, engaging copywriting, and responsive design to consistently attract dozens of qualified prospects monthly.

Lean Manufacturing Leader

PENTAIR – Global Manufacturing Company   April 2015 – March 2017

- Led 12-month **Lean Transformation** initiative across 2-shift, 100 employee assembly area, directing cross-functional teams through strategic kaizen **process improvement** events to deliver $650k annual cost savings and 25% reduced time to manufacture.
- Managed high-performing team of **Lean Manufacturing** Technicians including hiring, performance coaching, and career development to drive continuous improvement culture.

Projects

SERVICE DOGS AROUND TOWN – Personal Project   August 2024 – Present

- Developed **accessibility**-focused web application empowering service dog handlers to rate and review local businesses, addressing critical gap in disability community resources.
- Iterated through 3 development cycles to optimize tech stack and user experience, resulting in production-ready application built with **Next.js, TypeScript, React.js**, and **Material UI**.
- Integrated location-based features using **Google Maps API** to enable business discovery and implemented **Firebase** authentication and real-time database for secure user management.

Education

Bachelor of Science Mechanical Engineering

UNIVERSITY OF MINNESOTA