DANA SMITH

SOFTWARE ENGINEER, ANZSCO 261313 (RELOCATING TO NZ)

CONTACT

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- Charlotte NC, USA
- LinkedIn Profile

LANGUAGES

Languages: Python, C#, C++, SQL, GSQL, LUA, JavaScript, CSS, HTML, and more.

CLOUD EXPERIENCE

Amazon Web Services, including: Lambda, Athena, DynamoDB, React, Aurora, RDS, SQS, IAM, CloudWatch, and more.

TOOLS

Git, Docker, Postman, Terraform, Visual Studio, VS Code, Data Grip, SQL Studio, and more.

METHODOLOGIES

Agile, Scrum, Kanban, Pair Programming, CI/CD, REST, Automation

PROFESSIONAL OVERVIEW

Friendly, entrepreneurial, and versatile software engineer with 10+ years of experience across enterprise systems, simulation, and creative technology. Equally adept at building data pipelines for Fortune 500 companies or crafting scientific world simulators from scratch, combines deep technical skill with a creative and systems-oriented mindset. Thrives in teams that value curiosity and who share a love of engineering, learning, and adaptation.

WORK EXPERIENCE

Senior Software Engineer

Duke Energy, Charlotte NC   2019- Present

Full Stack software engineer at Duke Energy, a Fortune 500 company. Was responsible for the architecture and building of wide diversity of applications using AWS, multiple data platforms, and enterprise-wide tools.

- Engineered scalable data pipelines and tools for over 12 internal company products serving thousands of employees, including the real time transfer, transformation, and storage of hundreds of relational tables.
- Became organization wide expert in graph databases. First in company to design and maintain a graph database (Tiger Graph) of all company IT assets, employees, and governance/security groups.
- Built a Hadoop-based data crawler to evaluate data table efficiency and usage.
- Developed AWS-integrated discovery tools and back end data services.
- Regularly collaborated across departments, teams, products, and data sources to assess and deliver solutions.
- Developed productivity multiplier tools to accelerate development time for data pipeline expansion.
- Ranked high performer, year over year.

Founder / Lead Engineer

Songs of the Eons   2014- 2022

Founded and developed deep simulation and complex modeling products blending science, economics, systems theory, and creative development.

- Lead developer and product manager of *Songs of the Eons*, a planetary simulator using Unity/C++/C#.

- Incorporated cross disciplinary knowledge into simulation code logic, including geology, plate tectonics, hydrology, climatology, ecology, and other fields.
- Incorporated original artwork, poetry, and literature into simulated principles of science.
- Built and managed a long-standing online community and team of contributors.
- Developed award winning game mod projects like MEIOU & Taxes 2.0.
- Published world-building and educational content.

LEADERSHIP AND MENTORSHIP

Embraces leadership, mentorship, and educating others with joy, pursuing it whenever the opportunity arises.

- At Duke Energy, actively mentored and trained junior engineers.
- Managed content creators, programmers, artists, and community moderators as a startup founder.
- Ran public programming educational streaming channel.
- Former STEM university instructor with perfect rating on RateMyProfessor.

TALKS, DEV DIARIES AND EDUCATIONAL

Enthusiastically embraces public talks, dev diaries, and educational videos which aim to promote and showcase products produced during work history.

- Paradox Con 2017 Presentation, and philosophy of deep simulation
- Andean Orogenic Formations and their Implications
- Songs of the Eons Dev Diary videos
- MEIOU and Taxes Dev Diary videos
- MEIOU and Taxes Active Development Streams

LOOKING AHEAD

I'm seeking a collaborative software engineering role in New Zealand with a team that values curiosity, civic purpose, and technical excellence. My family is relocating permanently to New Zealand, and I'm excited to contribute to a mission-driven engineering culture grounded in learning, creativity, and impact.