Dan Hough

Full-stack Software Engineer

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About Me

Experienced, adaptable and friendly full-stack software engineer with 15 years in startups, strong product intuition, and a strong track record leading technical projects across AI, web apps, and infrastructure.

Skilled communicator with experience in product management and a passion for building impactful tools. Loves working in teams, keen on *Agile* and pragmatism.

Skills

Primary Languages and Technologies

Often: Ruby on Rails (7yrs), JavaScript (15+ yrs), HTML (15+ yrs), CSS (15+ yrs), Alpine (1yr), StimulusJS (1yr)
Sometimes: React (5yrs), SQL (15+ yrs), Python (10yrs), NodeJS (5yrs), VueJS (5yrs)
Occasionally: .NET (7yrs), PHP (4yrs)

Other Languages and Technologies

Tooling: NPM, Bash, ZSH, Git, VSCode
Data: PostgreSQL, MySQL, MongoDB, GraphQL
Misc: Stripe, Django, React Native, Go

Software and Platforms

MacOS, Cursor, Notion, ChatGPT, OpenAI, Slack, Git, VSCode, AWS, Azure, Bedrock, XCode, Sketch, Figma, Photoshop, Illustrator, CapCut, GarageBand, Windows, Ubuntu, SVN

Software Engineering Concepts

Test-Driven Development, Object-oriented programming, REST, Event-Driven programming, Continuous Integration, SOA, MVC, MVVM, AJAX, Modular Design.

Side Projects

SkiFree.js: Classic game SkiFree, in JS.
https://basicallydan.github.io/skifree.js

Conway's Game:
Test-driven implementations of the classic automaton using various languages.
https://github.com/conwaysgame

Recent Experience

Beam, Aug '21 - Dec '24
Senior Software Engineer

- Built impactful products supporting vulnerable people across the UK
- Led major refactors, architected new features with several 3rd party APIs, worked closely with product & design
- Contributed significantly to major new product integrating LLMs and AI tools
- Mostly used Rails, Vue, Stimulus, AWS, GPT and Amazon Bedrock

Jungle Scout, Aug '21 - Dec '24
Senior Software Engineer

- Subject matter expert on memberships & billing, lots of of system design and TDD
- RoR API with React SPA frontend
- Heavy use of AWS (SQS, Lambda) and Docker. Major Stripe integration

Marvel
Product Manager, Jun '18 - Sept '19
Full-stack Dev & Team Lead, Jul '16 - Jun '18

- Research, strategy, prioritisation, ownership & cross-team collaboration
- Developed in-browser drawing tool, leading team of four developers, including mentorship and fortnightly check-ins

Formal Education

The University of Sheffield
September 2006 - June 2010

1st Class BEng Software Engineering

Outside of Work

Recent books: The Courage to be Disliked, Radical Focus, Dark Emu, Cloudstreet

Extra-curricular: Running, snowboarding, bouldering, cycling, songwriting, singing, piano, guitar, design, stand-up comedy & public speaking. I also enjoy cinema, travel and board games.