

# Daniel Billson

## Software Engineer

London

07583839415

[dbillson@outlook.com](mailto:dbillson@outlook.com)

[github.com/danbillson](https://github.com/danbillson)

[danbillson.com](https://danbillson.com)

## Experience

### SoPost

#### Senior Software Engineer 2021 - Present

- Develop performant, flexible, and accessible applications using Elixir/Phoenix and Next.js.
- Author detailed RFCs and create high-level proof of concepts.
- Serve as the core maintainer of an internal component library documented with Storybook.
- Established and nurture a front-end guild, conducting bi-weekly brown bag sessions to promote knowledge sharing.
- Actively collaborate and influence across engineering, product, and design teams.
- Contribute to the internal API built in Phoenix, utilising Domain Driven Design patterns to ensure scalable and maintainable backend architecture.

### Climb Creative

#### Front-end Developer 2020 - 2021

### Marmalade

#### Front-end Developer 2019 - 2020

### The Hut Group

#### Graduate Front-end Developer 2018

## Education

### Bachelor's Degree in Computer Science (2:1)

#### Edge Hill University 2015 - 2018

## Projects

### Pouring at

<https://github.com/danbillson/pouring-at>

An app for craft bars and breweries to list what they are serving on tap so that people can search for their favourite beers by location, brewery or beer style.

Built with Next.js, Drizzle ORM and tRPC as the base, and makes use of Clerk for auth and Upstash for rate limiting.

### Office Hours

<https://github.com/danbillson/office-hours>

A lightweight booking system to solve the issue of our limited office space during lockdown.

## Skills

### Front-end

React, TypeScript, Next.js, Jest, styled-components, tailwind

### Back-end

Node/bun, Elixir, postgres, GraphQL

### Technical

Storybook, Notion, Turborepo

### Git

Github Actions, conventional commits

### Soft skills

Cross team collaboration, leadership, coachable

### Design

Figma, XD, UX

## Interests

Coffee

Nintendo

Good beer

Learning

Volleyball