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DAN FINCH

Programmer

Profile

I've learned to make code small, simple, and readable. My aim is for prolific and expeditious code output while maintaining quality. I make loosely-coupled components, understandable abstractions, and low-ceremony frameworks.

As a teammate and leader, I am devoted to friendliness and respect. I am a good communicator, love sharing my knowledge, and learning from others.

Contact

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Tech

JavaScript • TypeScript • React • C# • F# • HTML5 • CSS • SCSS • Less • Stylus • Bootstrap • Vue • jQuery • Postgres • MySQL • Sqlite • Redis • Docker • Git • Node.js • ASP.NET • Mono • Azure • AWS • GCP • Electron • Chrome • SignalR • Koa • Express • Webpack • Parcel • CoffeeScript • LiveScript • Lua • ARM • MongoDB • jQuery • Firebase • React Native • Expo

Experience

Independent Consultant / Remote

Dec 2017 – Present

My recent work has involved mobile phone development with React Native, Expo, and TypeScript.

RiskLens / Spokane, WA – Senior Software Engineer

Jun 2017 – Dec 2017

Helped lead the front-end development of FAIR-U - a React + Redux-based app & transitioned the team to TypeScript and other modern front-end tools.

Independent Consultant / Remote

Dec 2014 – Jun 2017

Performed work for various startup and corporate clients, focusing on IOT projects.

TenX Logic / Remote – Contract Developer

Oct 2015 – Mar 2016

This project for the oil + gas industry targeted the Mono platform on ARM processors. I designed and implemented a C#-based driver model to control equipment in the field.

Kochava / Sandpoint, ID – Senior Developer

Apr 2014 – Nov 2014

Worked on infrastructure and systems to manage large volumes of real-time analytics data. I tackled complex challenges requiring constant inventiveness and collaboration to help the company scale at a rapid rate.

Coldwater Creek / Sandpoint, ID – Web Developer

Oct 2012 – Apr 2014

Worked with many teams to finish an amazing number of projects. My work on both internal tooling and customer experience put the company ahead of its industry in many respects.

Promitheia / Austin, TX – Technical Director

Sep 2006 – Sep 2012

As co-founder of this startup I was responsible for software design, programming, project management, operations, testing, maintenance, and security.