

Daniel Gale-Rosen

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DEVELOPMENT EXPERIENCE

Expensify - Full Stack Engineer — 2022 - Present

- Lead multiple projects expanding the scope and functionality of the New Expensify React Native app and expensify.com. Write code primarily in TypeScript / JavaScript, C++, and PHP, as well as some Java and Bash.
- Designed and implemented moderation features, allowing for new integrations with conference partners, bringing 1000s of new users into the ecosystem.
- Coordinated the launch of budgeting functionality on expensify.com. Oversaw every aspect from UI and UX design to database structure and backend functions, including mapping out feature releases and testing.
- Built a savings calculator for prospective users, saving countless hours of sales time, giving reps and users alike a tool to easily understand Expensify's cost without manually doing the math.

Recurse Center - Participant — 2022

- Spent 3 months at a self-directed educational retreat, transitioning from marketing manager to full time engineer.
- Completed the Full Stack Open curriculum, as well as working on many Python, TS/JS, and R projects, including bug-fixing the Recurse presentations, data manipulation using pandas, and creating bots for a digital art piece.

Alley - Director of Marketing — 2017 - 2021

- Oversaw all website development including a full rebrand / redesign, HubSpot Integration, and tracking features.
- Created Python apps using the HubSpot API to provide custom sales and marketing metrics.
- Led the marketing team of a global development agency supporting numerous major media and nonprofit clients.

theAudience - Manager, Brand Strategy — 2013 - 2014

- Built Python web-scraping tools to automate influencer research, saving hundreds of hours across the company.
- Delivered digital presence plans and developed content for major brands including McDonald's, Amex, and Ford.

ADDITIONAL PROFESSIONAL EXPERIENCE

Founder - Blackwood Strategic Consulting — 2016 - Present

HYFN - Strategic Services Director — 2014 - 2016

Social Media Specialist / Production Coordinator, TVGla — 2011 - 2013

TECHNICAL PROJECTS

Quicktionary – A sandbox app for playing voting / guessing games such as Dictionary and the Game of Things online. Built with a Python back end (Flask, peewee) accessing a JSON database, and a JavaScript front end (React, Bootstrap).

Pop Market - An interface for betting on the success of songs in Spotify's Global Top 50 playlist. Players log in and are able to buy or sell songs at prices determined by their place on the playlist for that day. Uses Spotify's API for OAuth and song data. Built with React / Redux and Node.js / Express / MongoDB on the back end.

Nailspiration - Using React and Node.js, this tool provides inspiration from across the web for creating new nail art. The app uses APIs from Unsplash and the Smithsonian as well as web scraping to provide the necessary random assets.

EDUCATION

Quantic School of Business and Technology – Washington, D.C.
Master of Business Administration

Harvard College – Cambridge, Massachusetts
Bachelor of Arts, Honors, History and Science