



Dan Healy

Full Stack Ruby Developer

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pdf [PDF Resume](#)

pdf [PDF Resume \(Grayscale\)](#)

About Me

- Ruby developer since 2007, previously hardware engineer with logic design
- Focus on back-end programming: APIs, data modeling, PostgreSQL, etc
- Proficient with Bootstrap / jQuery front-end web dev
- Experienced with tvOS front-end dev and Cloud (AWS/GCP) DevOps
- Interested in machine learning and game design
- Based out of Portland, Ore. and currently considering local and remote positions

Skills



Ruby



Rails



RubyMotion



AWS



GCP



Docker



Kubernetes



jQuery



HTML 5



Sass



Haml



Bootstrap



iOS / tvOS



Atom

This website was (over)built as a demonstration, using Rails, responsive design with Haml/Sass/Bootstrap, and hosted on Linode using Docker Swarm. [Code available on GitHub.](#)

Employment History



Thrillcall

Developer

2010-2018

Thrillcall connects fans with the concerts they're interested in, through a comprehensive listing of events and the ability for users to track the musicians they already like and listen to on social media.

Projects implemented:

- The main API for event data, consumed by mobile apps and external customers including Myspace.
- Apple TV app using RubyMotion and Apple's TVML.
- Automated API and Web data incorporation for ~25 event/ticketing sources including StubHub.
- Data pipeline using AWS SQS and DynamoDB for long term storage of realtime ticket pricing, database contained 3 billion pricing records as of mid 2018.
- Integrations with ~10 third-party services including Spotify to match users' listening data with their favorite artists on our site.
- Social integrations including Facebook Canvas page tab for listing events, and a Hootsuite-like product for Artists and Venues to promote events across multiple social platforms.
- Various front-end tasks including music service connections, responsive redesign for the Event web page, SEO, and admin tooling. Worked closely with designers on all front-end heavy projects.



Pillar Data Systems

FPGA & Firmware Engineer

2006-2009

Responsible for the design and implementation of FPGA-based systems, including Verilog module design and related firmware in C++.



NASA Ames Research Center

Software Development Assistant (Internship)

2005

Assisted with various tasks on a large Air Traffic Management software project, using ANSI C.

Education



UC Santa Cruz

B.S. Computer Engineering