Dan Healy

Full Stack Ruby Developer

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in beyondludus

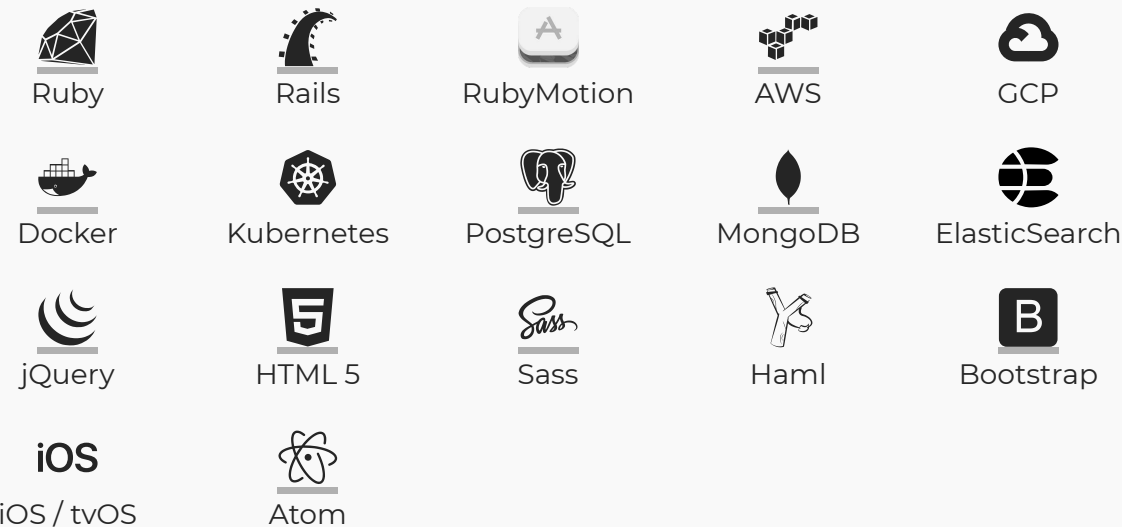Twitter @healy_dan

danhealy

dan-healy

PDF Resume

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, learning Vue.js
- 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	PostgreSQL	MongoDB	ElasticSearch
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

Qualified.io
Senior API Developer
2019

Responsible for features and maintenance of existing Rails API back-end. Implemented fast ElasticSearch bulk reindexing task; AngularJS 1.7 front-end and back-end work to integrate BambooHR's ATS with the programming assessment lifecycle.

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