

# Danny Byrne

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[github.com/danny-byrne](https://github.com/danny-byrne)

## Technical Skills

**Strong:** JavaScript (ES6+), React, Next.js, GraphQL, TypeScript, HTML5/CSS3/Sass, Redux, NoSQL Databases, SQL, REST, Node.js, Express.js, Fluent UI, Jest, OpenAI

**Experienced:** Docker, Webpack, AWS (EC2, Elastic Beanstalk), Jest, Enzyme, React Testing Library, lodash

## Experience

### Microsoft | Software Engineer

2022 - Current

- Implemented Typescript ensuring type safety, enhancing code maintainability, and reducing runtime errors by enforcing strict typing and providing comprehensive IDE support for auto-completion and error checking.
- Utilized GraphQL to optimize data requests, improve performance through efficient caching mechanisms, and simplify API interactions by leveraging self-documenting schemas, enhancing development productivity
- Leveraged Fluent UI library in a React project to create a visually appealing and consistent user interface, utilizing pre-built components, responsive layouts, and customizable themes, cross browser compatibility
- Leveraged OpenAI's advanced language models to develop prototype features that utilized the technology's ability to generate structured data as responses, enabling the creation of intelligent functionalities
- Developed comprehensive test cases using Jest to ensure the reliability and quality of Formik's validation functionality, testing data flow, error handling, user interactions, and enhancing the stability of the product.

### Maya Health | Software Engineer

2021 - 2022

- Co-Developed on a team using agile methodologies to ensure consistent testing, quality of codebase, and CI/CD
- Utilized GraphQL to take advantage of flexibility of data requests, caching, and self documenting schemas
- Leveraged Redux for it's centralized state management, intuitive hooks pattern, and time travel debugging
- Architected Isomorphic NextJS to leverage server side rendering, code-splitting and improve page load times
- Implemented pixel-perfect responsive design using CSS/Sass according to Invision design mockups

### Uproot | Software Engineer

2020 - 2021

- Designed Ionic Components using React in order to create a cross platform progressive web app in order to create a native app experience across multiple browsers and devices
- Implemented Apollo/GraphQL mutations using Typescript for standardizing interfaces and data shapes and to allow generated types which evolved based on the shape of our schema

## Open-Source Projects

### Hookd | Software Engineer

2018 - 2020

*A CLI tool/Web-App for converting React class components to functional components with Hooks*

- Designed a React client using CSS Grid/Flexbox for dynamic display on different screen sizes
- Customized Babel native functionality to parse, traverse, and generate Abstract Syntax Trees in order to convert React Class Component syntax to Functional Component syntax using React Hooks
- Introduced Typescript into our development environment in order to standardize variable types, data structures and prototypal interfaces, in order to allow scalability in the development and catch errors at compile time

### Developer Sentiment | Software Engineer

2018 - 2019

*A natural language processing search tool for discovering the sentiments of the developer community.*

- Leveraged PostgreSQL's relational structure to store and index a dataset of 7.5 gigabytes of technology articles and comments, for the purpose of using npm Sentiment Analysis to perform calculations on user-queried terms
- Implemented a Node/Express server side caching system within to store post-analysis datasets in order to minimize redundant API calls and improve query response times

## Education

Berklee College of Music | Music Production and Engineering

Codesmith | Software Engineering Immersive