

# Dan Smith

## UX Technologist

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in danielpsmith4

## EXPERIENCE

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### Microsoft

Software Engineer

Bellevue, WA

Mar. 2017 to Apr. 2021

- Front-end developer for Dynamics 365 and Power BI marketing sites; coordinated collaboration and project planning for high-visibility website and conference releases
- Collaborated with UX design team and provided feasibility feedback/cost-benefit on new designs using proprietary front-end framework
- Improved interaction and interface design for high visibility customer support systems
- Improved scalability, accessibility, and interaction design of UI components; contributed to higher level code architecture and feature design decisions
- Provided code review and mentorship for other engineers; trained back-end engineers in front-end and UX best practices

### PitchBook Data

Web Development Engineer

Seattle, WA

July 2016 to Mar. 2017

- Designed and developed multiple client-facing applications and interfaces (using Balsamiq and Sketch) that enabled the company to acquire proprietary data and increase brand awareness
- Collaborated with other engineers, UX designers, product managers, and non-technical stakeholders

Junior Web Development Engineer

Seattle, WA

Sept. 2015 to July 2016

- Conceptualized, wireframed, designed, and developed internal automation tools (e.g. automated batch screenshot generation, multiple-user interfaces for machine learning interaction and validation) that saved significant time and resources
- Digested vast relational database schema by writing queries with raw SQL

### General Assembly

Teaching Assistant

Seattle, WA

Sept. 2015 to Feb. 2016

- Guided immersive web development students' learning by answering questions and leading one-on-one and group discussions regarding coding concepts, technological possibilities, project scope, and best practices
- Collaborated with other TAs and instructors to communicate student progress and relay any student instructional needs

Developer in Residence

Seattle, WA

June 2015 to Sept. 2015

- Mentored students of full-stack web development immersive course
- Participated in lesson planning and curriculum design, co-organized and planned multiple collaborations with UX design immersive students, held office hours, provided consultations for web application projects, mentored students

## EDUCATION

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### Maryland Institute College of Art

Master of Professional Studies, User Experience Design, 2020

4.0 / 4.0 GPA

### General Assembly

User Experience Design, 2017

Part-time course consisting of 40 instructional hours

### General Assembly

Web Development Immersive, 2015

Full-time course consisting of 480 instructional hours

### Western Washington University

Bachelor of Arts, Music, 2014

3.56 / 4.0 GPA

## SKILLS

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### UX DESIGN

Interaction design  
Prototyping  
Information architecture  
Interface design  
UX writing  
Design thinking

### UX RESEARCH

User interviews  
Usability testing

### DESIGN TOOLS

Figma  
Sketch  
Adobe Photoshop

### WEB

HTML5  
CSS3  
JavaScript

### OTHER

Project management  
Teaching + coaching  
Myers-Briggs Type Indicator (MBTI)