

Dan Smith

UX Technologist

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in danielpsmith4

EXPERIENCE

Microsoft

Software Engineer

Bellevue, WA

Mar. 2017 to Apr. 2021

- Led 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 scalability, accessibility, and interaction design of UI components; contributed to higher level code architecture and feature design decisions
- Improved interaction and interface design for high visibility customer support systems
- 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 enable the company to acquire even more proprietary data points, as well as 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 data science interaction and validation) that save significant time and resources
- Digested vast relational database schema by writing complex 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

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

UX DESIGN

Interaction design

Prototyping

Information architecture

Interface design

UX RESEARCH

User interviews

Usability testing

DESIGN TOOLS

Figma

Sketch

Adobe Photoshop

WEB

HTML5

CSS3

JavaScript