

Daniel Patnode

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SOFTWARE ENGINEER

Frontend engineer with a foundation in JavaScript frameworks and libraries. Strong multidisciplinary professional with a background in geospatial technologies, scientific glass blowing and organic agriculture with a drive to continuously expand my knowledge. I bring a team and goal oriented attitude, with an emphasis on collaboration that greatly contributes to positive team progress.

TECHNICAL SKILLS

MithrilJS, ReactJS, VueJS, Javascript, SCSS, SASS, CSS, HTML5, JSON, VScode, Github, Git, Ruby, Ruby on Rails, RESTful APIs, RPC protocol, MVC pattern, PostgreSQL, SQLite3, Babel, Insomnia, Postman

EXPERIENCE

Unearth Labs

Seattle, WA

Front End Engineering Intern

March 2021 - May 2021

- Created a cohesive data management tool that enables the customer service team to fulfill all of their account management needs without workarounds or requests to the engineering team.
- Implemented changes that led to an overall decrease in load time across the platform by 95.8%, with requests to the API taking no longer than 5 seconds to complete in most instances.
- Cut out the use of older versions of the platform, reducing engineering costs and training overhead.

Quave CB

Seattle, WA

Scientific Glass Blower

March 2015 - October 2020

- Collaborated with upper management to identify and increase productivity of training programs for new employees, resulting in smoother onboarding processes, increased overall productivity and higher cleanliness.
- Implemented lean processing of raw materials leading to a 30% reduction of material loss.
- Troubleshoot ill-working lathe equipment, leading to less money spent on external lathe technicians.

TECHNICAL PROJECTS

Brew Maps - [Github](#) || [Demo](#)

Brewery mapping application that allows users to view breweries across the United States, while keeping an active log of their experiences.

- Utilized JSON Web Tokens and LocalStorage to store encrypted user information client-side.
- Maintained an extensive API that held data for over 900 breweries from across the United States.
- Implemented MapBoxGL (Uber's map service) to render breweries on a map with custom pins and cards.

FavFest - [Github](#) || [Demo](#) || [Live Demo](#)

Festival journaling application that gives users the ability to track festivals and musical artists as well as add them to their wishlist and write comments about their experiences at the festivals.

- Follows proper MVC practices and implements RESTful API practices to create a seamless application built entirely with Ruby on Rails.
- Added custom validations for login and signup which bolstered security.
- Formed a functional search engine that allows users to narrow down their entries based on genre, name and location.

Oasis - [Github](#) || [Demo](#)

Access point application that allows users to find lesser known rooftop parks and destinations in the greater Seattle and San Francisco areas.

- Executed a rails backend API with custom seed data and ReactJS front end to create a single page application.
- Employed Google maps API to render hidden rooftop parks across the Seattle and San Francisco area.
- Worked collaboratively with a group of 4 to hit project goals in a timely fashion.

EDUCATION

Flatiron School

Seattle, Washington

Full Stack Web Development, Ruby on Rails and JavaScript programming

June 2021 - October 2021

Washington State University

Pullman, Washington

Bachelor of Science in Agricultural and Food Sciences; Organic Agriculture & GreenHouse Management

August 2009-June 2014