Daniel Patnode

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SOFTWARE ENGINEER

Front end engineer with a foundation in JavaScript frameworks and libraries. Strong multidisciplinary professional with a background in geospatial technologies, scientific glass blowing, and organic agriculture. My drive to continuously expand my knowledge and insistence upon bringing a collaborative, team, and goal oriented attitude greatly contributes to positive team progress regardless of team size.

SKILLS & TECHNOLOGIES

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

PROFESSIONAL EXPERIENCE

March 2021 - May 2021 **Unearth Labs**
Seattle, WA *Front End Engineering Intern*

- Negated use of older versions of an internal data management platform, which reduced engineering costs and training overhead.
- Created a cohesive data management tool with MithrilJS, SCSS that enabled the customer service team to fulfill all of their account management needs without workarounds or requests to the engineering team.
- Applied 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.

March 2015 - October 2020 **Quave CB**
Seattle, WA *Scientific Glass Blower*

- Implemented lean processing of raw materials that led to a 30% reduction of material loss.
- Troubleshot ill-working lathe equipment, resulting in decreased expenditures on external lathe technicians.
- 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.

TECHNICAL PROJECTS

BrewMaps *ReactJS, Ruby on Rails, CSS, Postgres*
Github || Demo

Brewery mapping application that allows users to view breweries across the United States, while keeping an active log of their experiences.
- Used MapBoxGL to render breweries on a map with custom pins and cards.
- Maintained an extensive API that held data for over 900 breweries across the United States.
- Utilized JSON Web Tokens and LocalStorage to store encrypted user information client-side.

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

Oasis *Javascript, Ruby on Rails, CSS, SQLite3*
Github || Demo

Access point application that allows users to find lesser known rooftop parks and destinations in the greater Seattle and San Francisco areas.
- Worked collaboratively with a group of 4 to hit project goals in a timely fashion.
- Employed the use of external libraries to create animated cards displaying data about rooftop parks.
- Employed Google maps API to render hidden rooftop parks across the Seattle and San Francisco area.

FORMAL EDUCATION

June 2020 - November 2020 **Flatiron School**
Seattle, Washington *Full Stack Web Development, Ruby on Rails, and JavaScript based programming*

August 2009 - June 2014 **Washington State University**
Pullman, Washington *Bachelor of Science in Agricultural and Food Sciences; Organic Agriculture & GreenHouse Management*