

Dan Gurney

Personal Details

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Summary

An accomplished engineering leader and former startup founder with a proven track record of shaping innovative products and bringing them to market. Specialized in leveraging Large Language Models (LLMs) to transform business operations and drive strategic growth. Experienced in architecting AI-driven solutions, integrating machine learning models into scalable backend systems, and optimizing cloud deployments. Demonstrated ability to lead cross-functional teams in developing and launching new products. Adept at recruiting, interviewing, and hiring top engineering talent while fostering a positive and collaborative working environment. Ready to spearhead new AI initiatives and build teams that push the boundaries of what's possible with artificial intelligence.

Key Technical Skills

TypeScript, Go, Python, AI/ML, LLMs, Evals, React, NextJS, Remix, Svelte, Django, NodeJS, Express, Protobufs, gRPC, Deno, React Native, Jest, React Testing Library, Playwright, CSS, SCSS, TailwindCSS, ESLint, Prettier, Passport, Git, REST APIs, GraphQL, PostgreSQL, MySQL, SQLite, BigQuery, Redis, Docker, Kubernetes, Lambda, Stripe, OpenAI, Auth0, Vercel, GitHub, Cloudflare, AWS, Azure, GCP

Educational Record

2009 B.A. in Music, Harvard College
Secondary focus in Visual & Environmental Studies

Career History

Dec '23 – Present

Inscribe AI

Role: Tech Lead, AI Agents

Aug '23 - Dec '23

Role: Senior Software Engineer

Inscribe AI is a YCombinator-backed company which has raised \$38 million in funding and provides AI-driven risk intelligence to the world's top fintech companies including Ramp and Plaid. I joined as a senior software engineer building out the core fraud platform, focusing on things like decreasing document pipeline latency and building a new analytics product.

Since December I've been leading a new generative AI team which is building LLM-powered AI agents to automate manual tasks and help catch financial fraud. Leading a talented group of fullstack and ML engineers, I've been implementing scalable processes including customer feedback loops, agile planning, system architecture, LLM evals, design systems, and fullstack product development.

Responsibilities & Achievements

- Built LLM-agnostic system architecture which can adopt new models within minutes
- Instituted lightweight team processes to maintain velocity and focus
- Set up automated eval system to measure effectiveness of LLM-based features
- Mentored engineers
- Collaborated on product roadmap with teams across the company, including Sales, Ops, and Marketing

Key Skills

- Domain expert on the latest advances in LLMs and applied AI
- Able to easily context switch between coding, strategy, and management
- Comfortable on customer sales and feedback calls

Sep '22 – Present**PredictionHealth****Role:** Engineering Team Lead**Feb '21 - Sep '22****Role:** Lead Engineer**Sep '20 - Feb '21****Role:** Senior Engineer

I started working with PredictionHealth when it was a 6-person pre-seed startup using AI to automate medical documentation. I laid a foundation of scalable engineering practices including Git, GitHub, PRs with code review, CI/CD including unit tests and automated deployments, auto-scaling ML models, and relational DB schema. We grew the documentation business and raised \$2 million in seed funding. Along the way I rearchitected the legacy React app and Go backend server and introduced best practices like HTTP data requests with a RESTful API, static typing across frontend and backend, and caching.

While iterating on the product and talking to customers, we realized that a new vertical had even more growth potential and I helped us pivot to providing AI insights for medical practices. This involved conducting user research, developing business cases, productizing AI models, designing wireframes, and building tightly scoped MVPs and foundational infrastructure. I helped with recruiting, interviewing, and hiring as we grew the company to 17 people and increased MRR by 50x. I'm currently leading the engineering team as we develop a NextJS app with TypeScript, a Go API with protobufs and gRPC, and an event-based data/ML pipeline.

Responsibilities & Achievements

- Rebuilt founders' proof of concept React app to use NextJS, TypeScript, TailwindCSS, REST data fetching, caching, and unit tests

- Rebuilt Go backend to be a REST API with consistent data contract, versioning, DB layer and tests
- Built CI/CD workflow with GitHub Actions, Docker, and automated zero-downtime deployments
- Led team of 7 engineers while implementing agile practices like standups, ticket writing, and retros
- Interfaced with Sales and Ops teams to analyze user requests and determine roadmap prioritization
- Created wireframes and high fidelity designs for new features in Figma
- Recruited, interviewed, and hired frontend and backend engineers
- Mentored engineers via code review and 1-on-1's

Key Skills

- Friendly and helpful to coworkers
- Keeps company's business priorities at forefront
- Adaptable to continual change

Nov '19 – Sep '20

UBiqube

Role: Senior UI Engineer

As a senior engineer on UBiqube's UI team, I worked to build the next-gen interface for our automation and orchestration DevOps framework. We used React, Redux, Material UI, React Testing Library and Docker, and I helped set up an automated CI/CD pipeline on Github Actions, moving to a fully Dockerized deployment flow. Another project was adding BPM functionality to our product, doing a deep integration with bpmn-js, our React app, and REST API, with full test coverage via React Testing Library and Cypress. In addition I migrated our design files to Figma and added dark mode across the app.

Role and Responsibilities:

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- Worked as part of a cross functional scrum team following agile principles, continuously delivering high quality code.
 - Participated in active code review, both for myself and others, to maintain a uniformly high quality standard for the codebase.
 - Grew test coverage across the codebase and improved DX flows.
 - Built out an automated CI/CD process and grew its adoption across the company.
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Key Skills:

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- Polished, clean, and scalable code
 - Mentorship of teammates
 - Modernizing organizational practices and tools
 - Drawing on business and design experience to help leverage development output
 - Building with an emphasis on scalability and modularity
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Jan '19 – Nov '19

CarTrawler

Role: Software Engineer, JavaScript (Feature Team)

As a member of CarTrawler's Feature Team, which was tasked with building the next generation platform for the company's products, I enjoyed working with technologies like React, NodeJS, Jest, Enzyme, Docker, and Jenkins to build large-scale web applications used by millions every year.

Role and Responsibilities:

- Worked as part of a cross functional team of developers, designer, and product manager to create, build, and deploy key features for the company.
 - Participated in active code review, both for myself and others, to maintain a uniformly high quality standard for the codebase.
 - Led ticket creation, refinement, and allocation, shepherding features like Sales from beginning to end while delivering ahead of schedule.
 - Took an active role in continually improving our team processes.
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Aug '16 – Jan '19**Principal, Freelance**

Role: Full Stack Engineer (web and mobile)

I ran a freelance development firm building apps and websites for clients. Much of my work focused on React and React Native.

Achievements

- Built an in-store React Native experience for a major international brand, including a custom-built silent printing feature and performance optimizations for Android tablet hardware.
- Working with a design team, I built the v2 of a radio station's React Native app, with multilingual English/Spanish translation support, and utilizing native iOS and Android modules for live and archived audio playback.
- I worked with another developer to wireframe, design, and build a Meteor web app with offline capabilities, real-time data flow, and a new CSS system.
- I designed and built a cross-platform React Native app for mobile insurance inspectors, utilizing custom camera functionality, file uploading, and on-device data persistence.
- I conceptualized, designed, and built a multimedia React Native app for exploring an artist's sketchbook, with custom touch behavior and inline audio/video elements.

Key Skills

- Setting and meeting delivery timelines
- Agile development process
- Excellent client relations and communication
- Helping shape product strategy and scope to remain within budget and on schedule

Sep '10 – Aug '16**Concert Window**

Role: CEO and Founder

I founded this web startup which provided a scalable online platform for musicians to live broadcast their shows. During that time I grew the business to over 200,000 users and \$2 million in revenue generated.

Responsibilities & Achievements

- Designed and built MVP website with live video, payments, and user accounts
- Raised seed funding and graduated from Techstars
- Led product at all stages including research, strategy, wireframes, dev, QA, launch, and iteration
- Implemented features across web, mobile web, and iOS at scale
- Built profitable business model around monetized live video, direct fan support, and viral mechanics
- Developed partnerships with CDBaby, Folk Alliance International, and Berklee College of Music

Key Skills

- Project management – coordinating with development and design teams, prioritizing features, and staying on-time and on-budget
- Product design – conducting user research, spec'ing new features, wireframes

Testimonials

"Dan Gurney has the ability to see the big picture and the skills to get there. Dan uses his expertise to build quality features at lightning speed... It's apparent that he values a positive company culture. He takes the time to get to know his team members, which results in a cohesive team that is able to accomplish complex projects. As both a team member and leader, Dan has my highest recommendation."

- Terry Gleckler, Operations Manager at PredictionHealth

"Dan is such a delight to work with! He onboarded onto my team at Inscribe so smoothly and started providing value almost immediately. His thoughtfulness, enthusiasm and creativity in problem-solving made him such a great addition to the team. It's really easy to have technical and planning discussions with him as he is so open and communicates well. Before long he was trail-blazing new frontiers at Inscribe, and is at the forefront of our new product development. I'm very excited to see how this evolves. I can't recommend Dan highly enough!"

- Sorcha Nolan, Technical Lead at Inscribe

"He's a brilliant engineer but also a steady leader and great team player. His attention to detail and thoughtfulness about his work were exemplary, and his ability to work through tough problems collaboratively was integral to building a great Product. He can pretty much do it all and isn't afraid to jump in and get things built quickly, while also never sacrificing quality."

- Kate Celauro, Customer Success Manager at PredictionHealth

"Dan is a fantastic coder and teacher. He plans things meticulously. His code is clean, readable and easy to review. He stays up to date with the emerging libraries and technologies... He implemented our entire CI/CD pipeline, with automated tests, while communicating with other teams to ensure consistency across the board. Can't recommend him enough as a co-worker and programmer. I have learned a huge amount working alongside him. He is always happy to lend a hand in a constructive way."

- Emer Mooney, Product Engineer at Intercom

"It's very rare to see someone come into a team and become a key member so quickly. I was really impressed with how Dan approached his work and ensured it was delivered on time and with the highest quality. Dan is ridiculously efficient, you don't need to tell him anything twice and he immerses himself in

his work soaking up everything. It was an absolute pleasure to work with Dan, his work ethic and coffee making skills are top class. Thanks, Dan!"

- Phil Kearney, Lead Software Engineer at Personio