Daniël J. Louw

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Business Analyst and Product Manager | Reformed Software Engineer

About

Business Analyst with extensive experience in product development. 5+ years of professional software engineering experience that allows for a unique technical perspective. Creative problem solver adept at breaking complex problems down into a concrete engineering roadmap. Great people skills, and able to develop rapport and empathy with customers and/or users quickly. 4 years working in the services industry have developed respect and empathy for both sides of the business/engineering coin.

I strongly believe in Good Software that respects the user. I want to make a positive change in the world with the work that I do. I believe in durable products, a forward looking vision, and planning that does not include early exits.

Education

2013 - 2015
BSc (Hons), Computer Science
University of Pretoria, South Africa
Major: Software Engineering & Educational Software Development

2010 - 2012
BIS, Computer Information Sciences, Multi Media
University of Pretoria, South Africa
Major: Game Design & Development

2005 - 2008
High School
Hoërskool Waterkloof
Elective Subjects: Mathematics, Physics, Chemistry, Biology, Computer Programming

Work Experience

Business Analyst @ Platform45 (2020 - Present)

- Developed a comprehensive Discovery Phase framework that was used as part of the Business Development team's process to scope out new project requirements
- Collaborate with clients to extract product ideas, provide guidance and advice during Discovery workshops
- Break down complex ideas and requirements into concrete software deliverables
- Perform research on existing products, competition analysis and estimate product-market-fit based on real-world data
- Identify minimum viable requirements and develop MVP scope in collaboration with client
- Facilitate product Design Sprints, manage engineers, designers and other team members working together in Discovery workshop
- Develop product technical specifications; database-, architecture- and functional requirements and document in Product Specification reports
- Estimate development timelines, team requirements and costs, and create Implementation Phase proposals for clients
- Handover to delivery team in the case of a successful sale, and assist team where required with context
- Maintain client relationship through the duration of the project, identify and develop more development opportunities from existing clients.

Technical Product Owner @ Platform45 (2018 - 2019)

- Work alongside development team, acting as interface between engineers and client
- Manage sprints, including all the associated ceremonies
- Collaborate with client to populate product backlog with development tasks
- Manage timelines, expectations, delivery and product demos
- Assist in unblocking developers and ensuring delivery is consistent and reliable

Product Manager @ Fifth Dimension Technologies (2016 - 2018)

- All responsibilities of Software Engineer role
- Develop software and hardware specification for full simulator system
- Manage hardware designers and builders to ensure simulator hardware is built to specification
- Manage graphical artists to ensure 3D models, textures and other visuals are completed on time
- Develop ISO90001 compliant QA procedure and ensure this is followed during commissioning process
- Acted as Machine Specialist for: Telescopic Boom Loaders, TLBs, Face Shovels and Excavators

Languages

Afrikaans (Native)
English (Native)

Skills

General Adobe Suite, specifically Photoshop, XD and Illustrator | MS Office suite, including Access | GSuite/Google Docs, both as a user and administrator | Atlassian suite, including JIRA and Confluence. Both as user and administrator

Technical C++, Lua, JavaScript, HTML , CSS | AWS/Azure/GCC: Account setup, limited resource creation experience | Heroku: Full administration, app creation, management, scaling etc. | Linux: Basic system administration, bash, ssh, Docker

Software Engineer @ Fifth Dimension Technologies (2013 - 2015)

- Develop software used in immersive training simulators of mining equipment
- Capture simulator specifications by working through operating manuals and gaining hands-on experience from actual machines in the field
- Devise and develop training scenarios based on client requirements, and build scenarios into simulator system
- Deploy completed simulator system (including hardware) on site, perform troubleshooting, configuration and system commissioning
- **Technologies used:** C++, Microsoft Windows MFC, SWIG, Lua.

Tutor and Teaching Assistant @ Unversity of Pretoria, Dept. Computer Science (2011 - 2012, Part Time)

- Monitor course practical sessions
- Assist students during practicals with tasks and provide advice where required
- Grade submissions and provide feedback to students
- Be available during consultation hours to assist students with homework and projects.
- **Subjects Taught:** Intro to Computer Science, Imperative Programming with C++, Graphical Communication.

Web Developer Intern @ Spiraleye Studios (2010 - 2011, Part Time)

- Built basic websites for smaller clients on WordPress
- Converted Adobe PhotoShop designs into usable HTML and CSS templates that could then be imported in WordPress
- Modified a new Moodle installation to match customer design requirements.
- **Technologies used:** PHP, WordPress, Moodle, jQuery, HTML, CSS & JavaScript.

Computer Technician @ PC Palace (2006 - 2008, Part Time)

- Assemble personal computers based on order details from sales department
- Install requisite operating systems and software packages and prepare finished system for delivery
- Software Repairs: Troubleshooting, virus scans, software/OS repairs, basic data backup and recovery, MS Vista to XP Downgrades

- Hardware Repairs: Troubleshooting, part testing, damaged parts replacement and/or hardware upgrades

References for the above experience can be provided upon request.

Interests

I have an insatiable curiosity that I address with a lot of hobbies. My personal interests include technology, mechanical systems, engineering, aerospace, science fiction, music, the arts, the outdoors and of course software and software engineering.

My hobbies include beer brewing, car repair and maintenance, gardening, hiking, choral singing, electronics, home automation, programming.

"If you think your users are idiots, only idiots will use it."
— Linus Torvalds