Daniel Sauble // www.danielsauble.com

Experience

Product Owner // Sonatype   2017-present

Lead for a product team focused on bridging the gaps in the user experience of our products. Led a redesign of Repository Health Check 2.0. Currently building features intended to get people to upgrade from Nexus Repository 2 to Nexus Repository 3, starting with a new Tree Browser and Upload UI.

Senior UX Developer // Sonatype   2014-2017

Lead designer for the 3.0 refresh of Nexus Repository Manager. Used Axure and Balsamiq to create interactive mocks and wireframes. Learned Ext JS development and pitched in as needed. Was part of a complete redesign of Sonatype.com, in the role of lead information architect and front-end developer.

UX Designer // Puppet Labs   2011-2014

Lead designer for the 1.0 of a patch management solution. Managed user testing at our 2012 and 2013 conferences. Assisted in the design of node classification in Puppet Enterprise 3.2. Used Sketch, Axure, and Angular JS to create mocks and prototypes.

.NET Developer // FEI Company   2010-2011

Built a C# tool for replaying microscope command logs over the network. Added a notification pop-up feature to the microscope command tool, also written in C#.

Publications and Side Projects

Run Budget // Training log replacement for iOS and watchOS   2016

Offline First Web Development // Packt Publishing   2015

How to Run User Tests at a Conference // Smashing Magazine   2014

Education

Master's of Science in Software Engineering // Harvard Extension School   2017-present

Bachelor of Science in Computer Science // Baker College   2006-2009

Skills

Design // IxD, User Research, Axure, Balsamiq, Silverback, Sketch, Photoshop, Illustrator

Development // DHTML, Swift, Ext JS, Node JS, Backbone JS, Ruby, Heroku, Git

Data // Google Analytics, Apache CouchDB, R