Daniel Pagharion
Web Developer

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About

San Francisco Bay Area based web developer, avid rock climber and dancer, basketball fan and lover of all things creative. Passionate about creating intuitive, performant and elegant user interfaces that are engaging as well as solving interesting and challenging problems.

Professional Experience

Digit - Growth Engineer
July 2018 - Present
- Experiment with new features via A/B testing to generate user growth

AppDirect - Web Developer
August 2017 - July 2018
- Maintain public facing web property including the marketing site, email campaigns and event microsites.
- Work closely with in-house design team implementing mockups and participate in design critiques and project kickoff meetings.
- Support content editors by developing tools on the content management system backed with documentation

Tightrope Interactive - Front End Web Developer
May 2015 - July 2017
- Build a variety of browser extensions that allow users access to useful tools such as getting the weather, finding recipes, and more.
- Collaborate with an in-house design team in designing and implementing projects
- Optimize conversion through constant iteration, using A/B testing and tracking performance

Education

University of California Santa Cruz(2015)
Computer Science: Computer Game Design B.S

Technical Skillset

Programming Languages
Javascript(ES6), PHP, HTML, CSS, SQL, C#, C++/C, Java

Tools
Atom, Adobe Creative Suite, Virtual Machines, Slack, Git, Svn, UNIX, JIRA, Confluence, Sketch, Github, Heroku, Codepen, Mac, Ubuntu, Windows, VPN

Web Development
JS
React, Redux, Node, Express, Webpack, NPM/Yarn, ESLint
CSS
Sass, Less, SMACSS, BEM, Bootstrap
Other
CraftCMS, Wordpress, LAMP/MAMP, HTML templating, Object Oriented Programming, A/B Testing, Agile/SCRUM Methodologies, Responsive Design, Email Template Development, UX Design, Material Design, SEO optimization