



Daniel Richter

Software Engineer



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Work Experience



Senior Software Engineer

Feb 2018 — Present

Software Engineer

Sep 2015 — Feb 2018

> Frontend Deployment

Designed deployment strategy for react applications

- Built webpack plugin to exclude whitelisted dependencies from bundle, leading to a 50% reduction in static content size
- Built loader that includes bundle and shared dependencies on webpage

> Virence Migration

Transitioned acquisition's frontend to React

- Introduced several teams of AngularJS developers to React
- Architected solutions to maintain compatability with existing backend

> Nursing Flowsheets

Built workflow for nurses to document patient assessments

- Spearheaded the development of the company's first React application
- Reduced load and render time of data grid by upwards of 90% through virtualization and an upgraded API
- Lowered user documentation time by ~60% by condensing workflows

> Forge Design System

Built React component library for our internal design system

- Implemented generalized table and selection list components
- Pioneered process for decentralized teams to contribute to the library

> Messaging Operations

Maintained message queuing system for contacting patients

- Integrated a new messaging service provider to decrease cost per message from \$0.10 to \$0.03, saving ~\$4 million per year
- After enhancing monitoring with Grafana, identified bottlenecks and increased message completion rate from 99.3% to 99.97%



Projects

> Portfolio Site

My personal portfolio site

- Built with React hooks, light and dark theme, and a responsive design
- Generates PDF copy of resume using puppeteer to screenshot the site

> Top Gamer

An Elo inspired ranking system

- Leaderboard for free-for-all or team games
- Currently used for Monopoly Deal

> Mario Kart Optimizer

Tool for finding optimal stat configurations

- Finds the configuration that maximizes the sum of the selected stats
- Allows components (i.e. character) to be locked and other components to be optimized



Education



UNIVERSITY
OF MIAMI

Bachelor of Science

Aug 2012 — May 2015

> GPA 4.0 — *Summa Cum Laude*

> Majors Applied Physics & Computer Science

> Minors Biology, Chemistry, & Mathematics

> Honors Barry Goldwater Scholar



Skills

> Programming Languages

- Javascript (ES6+), Typescript, GraphQL, CSS/Sass

> Libraries & Frameworks

- React, Gatsby, Node.js, Express

> Tools & Platforms

- Git, Netlify, Heroku