

DYLAN SMITH

Dynamic and growth-focused designer, developer, and storyteller with a decade of experience in the software industry. Committed to leveraging my insatiable curiosity and empathetic mindset to craft innovative, user-centric solutions that address genuine challenges. Eager to contribute technical proficiency and creative insight to a forward-thinking team.

 www.dylansmith.dev

 github.com/dylpckl

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SKILLS //

Development

- HTML, JavaScript ES6+, TypeScript
- React.js, Next.js, jQuery
- RESTful APIs, GraphQL, Axios
- CSS, TailwindCSS

Database

- MS SQL, PostgreSQL
- Prisma, Firebase, Supabase
- MS Access

Design

- Figma, Zeplin, Illustrator
- UI Design, Prototyping
- UX Research & Design

Misc.

- Git, CLI
- Jira, Confluence, Trello
- VB6, Excel + VBA

EXPERIENCE //

MDS Property Management Software | Hauppauge, NY

Dec 2014 – Present

UI/UX Designer

Jul 2022 – Present

- Lead designer responsible for the company's flagship product SPIRE, a robust property management solution featuring occupancy management and a full accounting software suite, used by the largest real estate management companies in New York City.
- Kickstarted a design system from scratch using atomic design methodology to create a complex component library that aligns with company mission & values.
- Collaborated with developers to implement design tokens, creating a shared language between design and engineering, resulting in re-usable code snippets that saved hours of development time for each new feature.
- Worked alongside product owners to completely overhaul the feature handoff experience, reducing time to ship features by 50% and resulting in improved product cohesion.
- Led the design effort from concept to production for several keystone features including RapidPay, an automated invoice processing and approval solution with 1,000+ daily users.
- Spearheaded formal user research procedures to drastically improve the user experience in accordance with user goals, resulting in a redesign of SPIRE's most utilized page.

Data Conversion Engineer

Dec 2019 – Jun 2022

- Led the engineering efforts on the migration project for North America's leading property management firm worth \$6B.
- Coordinated project strategy meetings with external decision makers to identify key milestones, create a detailed project plan, and manage long-term, multi-month initiatives with strict deadlines.
- Collaborated with both internal and external cross-functional teams and stakeholders to translate business logic into SQL database architecture.
- Designed efficient database tables by carefully selecting data types to optimize program runtime in adherence with the project timetable.
- Authored hundreds of pages of evergreen technical documentation.

Report Design Specialist

Jun 2016 – Nov 2019

- Quoted, designed and coded financial reports issued monthly to shareholders for over 50 clients worth in excess of \$100M USD.

Software Support Specialist

Dec 2014 – May 2016

- Became a product expert to diagnose and solve client issues, reproduce and report bugs, and funnel product inquiries to the sales team.

PROJECTS //

www.steamparty.io - Steam Game Library Comparison Tool

Jan 2022 — Jun 2022 | React, TailwindCSS, Framer Motion, React Query, Axios, Figma, Steam Web API

- Designed a fully responsive and accessible web application following user-centric design principles, creating a simple way to compare your Steam video game library with that of your friends.
- Developed the front-end using React and Framer Motion to create an intuitive and dynamic user interface.
- Leveraged the Steam Web API to dynamically fetch and integrate user data, populating database records with real-time information.
- Engineered optimized database queries to ensure efficient data retrieval and storage.

www.dylansmith.dev - Personal Portfolio Website

Sep 2023 — Present | React, Next.js, TailwindCSS, Figma

- Designed a portfolio website with a focus on crafting a journeyed user experience to showcase my work and explain my thought process.
- Developed a custom component library designed specifically to clearly communicate my accomplishments.
- Combined React Server & Client components with a static data rendering strategy resulting for optimal performance.

Encounter Plus - Tabletop RPG Storytelling Dashboard

Aug 2023 — Present | React, Next.js, TailwindCSS, Firebase, GraphQL, D&D 5e API

- Currently developing a full-stack web-based dashboard designed to enable a streamlined storytelling experience during tabletop RPG gameplay.
- Engaged in the planning phase of systems design, conceptualizing upcoming features including an integrated Spotify music player, randomized generators tailored to role-playing games, and a rich text note editor.
- Combined a Firebase document model database with GraphQL API queries, enabling users to create and save robust combinations of data from different API endpoints.

Huberman Database - Enhanced YouTube Video Search

Mar 2023 — Aug 2023 | React, Next.js, TailwindCSS, Framer Motion, Supabase (PostgreSQL), YouTube Data API

- Designed and developed a simple user interface that allows users to search for YouTube videos based on their embedded tags, which are not visible on the YouTube interface.
- Queried the YouTube Data API and cached the data to a PostgreSQL relational database to allow for faster searching and reduced API calls.

EDUCATION //

SUNY Stony Brook | Stony Brook, NY

May 2013

Bachelor of Arts in Economics

ASK ME ABOUT //

- Dungeons & Dragons
- PKM
- Bullet Journaling