

EVAN DANA

Staff Software Engineer
Boston, MA

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LEAD SOFTWARE ENGINEER, SPECIALIZING IN REACT NATIVE.
Leveraging experience in high-quality and high-output environments, I deliver customer value through technical leadership, individual contributions, and collaboration.

Work History

Staff Software Engineer @ Big Health

05/2022 – 11/2023 | Remote

React Native, TypeScript, ReactQuery, Expo, SaMD, Bash, Python, Postgres, Docker, CircleCI, DataDog, Streamtrace, Agile, Kanban, Figma, Storybook, HealthKit

Focused on strategy, execution, and team culture while adapting to changing needs. Led a variety of high-impact workstreams across multiple pods and SaMD mobile applications.

- Delivered new app, exceeding user engagement target by 50%.
Technical front-end lead for app with provisional requirements and tight timelines; delivered on time. Drove several features from requirements discovery through implementation, including sequencing milestones and reviewing PRs. Planned and implemented complex UI/UX enhancements. Led technical roadmap and collaborated cross-functionally to deliver user value quickly and iteratively (hybrid of Kanban and Agile Scrum). Evangelized and applied best practices; drove code coverage improvement from 0 to 80% in one quarter.
- Increased app usage (correlating to improved clinical outcomes) by adding local notifications.
Originated idea, guided high-level planning, and led implementation of cross-product local notifications; primary code contributor. These actions resulted in 40% adoption rate and the average user starting nearly one more in-app lesson.
- Met quarterly goal of delivery of new app, leveraging existing platform.
Strategically planned, chunked, and sequenced work to maximize throughput. Removed roadblocks: independently resolved complex technical items, guided coworkers on implementation, and worked cross-functionally.
- Technical Leadership
Reduced tech debt and risk; achieved cross-team stakeholder alignment on ROI for overdue upgrade. Drove alignment across teams as presenter and facilitator at Front End Guild meetings. Mentored other engineers on complex work items.
- Drafted architecture proposal for future app, focused on delivering business goals quicker.
Wrote initial draft and organized complex concepts into clear visuals and text, based on group collaboration.

Sr. Software Engineer @ Pear Therapeutics

01/2019 – 05/2022 | Boston, MA

React Native, TypeScript, Redux, NestJS, Figma, Storybook, Bitrise.io, CI/CD, Docker, Software as a Medical Device, PDT, AWS

Led planning, coordination, and development of significant features and components across teams. Increased efficiency of prescription digital therapeutic (PDT) mobile app development through ownership of shared UI libraries. Delivered complex stories independently, and in collaboration, ensuring high quality and auditable code while also focusing on value-based delivery.

- Increased PDT development efficiency through shared ui libraries (Mobile Platform Engineer).
Tech lead and primary contributor for the shared UI libraries. Functionality includes utilities for managing state syncing, design system components, and the login screen flow. Led a collaboration building new core components; crafted implementation strategy and tackled the most complex stories with composable components.
- Drove complex cross-team initiatives to success (Platform Engineer).
Organized, planned, and implemented mobile-centric facet of a cross-functionally complex project migrating from monolith to microservices. For migration to new auth service, consolidated requirements and solution options into a detailed RFC and managed the living documentation. Proactively identified critical paths and opportunities for parallelization across teams.
- Delivered PDT for study use (tech lead).
Responsible for coordinating code delivery, ensuring quality, and providing technical estimates for full-stack app with 3 other engineers. Delivered properly functioning app on time for clinical study. Resolved challenging performance issue by leading a mini-hackathon. Conducted technical phone screens and candidate interviews.
- Improved the employee experience (Chair of Employee Engagement Council).
- Fostered engineering community (Engineering Advocate).

Education History

Rochester Institute of
Technology
Bachelor, Industrial Design
2001 – 2005 | Rochester, NY

Harvard Extension School
Mobile Operating Systems and
Applications
2013 – 2013 | Cambridge, MA

Advanced React Workshops
Presented by React Training
2019 & 2021 | Online Workshop

Online learning
Codecademy, LinkedIn, Pluralsight,
Coursera / Stanford University Online
2012 – current | Online Learning

Activities

2-day JS Mobile Conference Attendee
JS Mobile Conf

2018 & 2019 | Boston, MA

Fitness Group Co-leader
November Project, Boston

2014 – 2015 | Boston, MA

D3.js Instructor
General Assembly

2015 | Boston, MA

Sr. Software Engineer @ General Electric | GE Digital

10/2016 – 01/2019 | Boston, MA

ES6, Polymer, WebSockets, NodeJS, CI/CD, Agile, Domain Modeling, Docker, AngularJS, ProUI, Bash scripting, Markdown

For an IIOT monitoring dashboard app that minimized machine downtime, delivered complex features on time, independently and through collaboration, with utmost attention to quality. Exemplified best practices, from coding patterns to agile methodologies. Translated requirements into manageable stories with clear and complete acceptance criteria, raising discussions early if needed. Ensured quality by writing unit and system tests for use in CI/CD workflow. Consistently created useful graphical and text-based documentation.

Mentored software engineers. Presented on modern UI frameworks and patterns through an interactive programming session.

- Community thought leader and advocate.
SME across teams for UI frameworks and patterns
- Feature lead.
Led UI development of feature on open source shared component library: px-data-table (<https://github.com/predixdesignsystem/px-data-table/pull/126>) . Implemented complex features and refactorings; added in-depth E2E tests and UI/UX designs.

Sr. Interactive Developer, L2 @ Publicis.Sapient

06/2013 – 10/2016 | Boston, MA

ES6, D3.js, AngularJS, Aurelia, Agile, JSPM, NodeJS, Continuous Integration, Hexagonal Architecture (server-side), Domain-Driven Development, Domain Modeling, JIRA

Years of experience in UI lead role, conducting engaging presentations, and as technical liaison for client and internal domain teams. Enforced code quality and best practices.

- Awarded recognition for client-focused delivery.
Led UI development for that project, having recently self-taught the technology.
- Quickly learned and utilized new technology.
From Backbone to AngularJS and Aurelia

Javascript UI Developer @ Putnam Investments

07/2012 – 05/2013 | Boston, MA

JavaScript (jQuery, Highcharts), CSS, HTML, Backbone.js, Modernizr, SVN

Implemented significant contributions to interactive retirement planning tool, turning complex business logic into an engaging user experience.

- Drove consistent quality with unit test suite.
- Created dynamic visualizations.

Code Highlights

Non-profit Intake App: AHOPE / Boston Public Health Commission

NestJS, TypeORM, Azure Cloud products, ReactJS 15.1.x, Redux, PostgreSQL, Google Cloud, Parse, WebSockets, Material-UI, Google OAuth, ES6, Babel, Open source, GitHub Projects

2018 – 2022

Largely a pro-bono side project, created a patient intake app for a local non-profit harm reduction center called AHOPE (<https://www.bphc.org/whatwedo/Recovery-Services/services-for-active-users/Pages/Services-for-Active-Users-AHOPE.aspx>) , which is managed by BPHC (<https://www.bphc.org/Pages/default.aspx>) . Managed a small group of software engineers who donated time to this project.

- Transitioned from Firebase to Google Cloud Platform to Microsoft Azure as IAM requirements changed.
- Key features: Form submission, profile search, profile update, and aggregation reports

Pan-Mass Challenge Auction App

ReactJS 15.1.x, Redux, WebSockets, Firebase, Material-UI, Google OAuth, ES6, Babel, Domain Modeling, Trello, ESLint, Webpack

2016 – 2018

Raised over \$5000 for charity by creating a web app with live auction and raffle tickets. Working with another developer, we started with domain models, UX white-boarding, framework choices, and hosting discussions. Try live bidding (<https://pmc-2018-demo.firebaseioapp.com>) using dummy data.

Github

🔗 AHOPE

(<https://github.com/evandana/keep-AHOPE>) 2018 - 2022

Patient intake app for AHOPE / Boston Public Health Commission

🔗 REPO FOR THIS SITE

(<https://github.com/evandana/evandana.github>) 2018 - CURRENT

Data-driven flow for web and PDF output

🔗 FLUTTER NAV POC

(<https://evandana.com/flutter-poc/readme.html>) 2021

Initial Flutter exploration into a nested navigation flow with independent modules