EVAN DANA

Staff Software Engineer
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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

2022 – Current | Remote

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

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

- 1.5x engagement achieved, on time, with new app.
  Technical front-end lead: planned and implemented complex UI components; evangelized and applied best practices (e.g. code coverage from 0 → 80%). Drove several features: discovery and refinement of requirements and sequencing iterative milestones to balance complexity and delivery. Led technical roadmap and collaborated with PM, EM, Design, and Clinical to reduce time to deliver user value; proactively de-risked delivery by anticipating roadblocks and proposing solutions. Worked in hybrid Kanban / Agile Scrum to optimize delivery and alignment while minimizing unnecessary overhead.
- Increased app usage (correlating to improved clinical outcomes) by adding local push notifications.
  Originated idea, guided high-level planning, and led implementation of cross-product local notifications; primary code contributor. Collaborated tightly in iterations with design, product, and clinical to understand technical capabilities, limitations, and platform-specific best practices. 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.
  Working with PM and EM for alignment on priorities, strategically planned work to remove blockers and reduce risk. Removed roadblocks, whether independently resolving complex technical items, guiding coworker on their tickets, or working cross-functionally. Continually refined the technical documentation as new information surfaced and reshuffled backlog items based on anticipated capacity and needed expertise.
- Drafted architecture proposal for future app, focused on delivering business goals quicker.
  Wrote draft proposal and organized complex concepts into clear visuals and language. Working with a group representing multiple teams and functions, brainstormed and evaluated possible solutions to address the identified risks. The proposal document enriched the architecture discussion by offering delivery-focused and future-forward solutions with rich detail.
- Technical Leadership
  Contributed towards predictable, realistic delivery by engaging with stakeholders to provide solution options that aligned with priorities and planned goals. Guided and mentored other engineers on complex work items.
- Reduced tech debt and risk through cross-functional buy-in on overdue upgrade.
  Gathered and presented options to cross-functional stakeholders for alignment.

Sr. Software Engineer @ Pear Therapeutics

2019 – 2022 | Boston, MA

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

Led planning, coordination, and development of major 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, customizable and themeable UI 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, quality, and providing technical estimates for full-stack app with 3 other engineers. Delivered properly functioning app on time for clinical study.
- Improved the Employee Experience (Chair of Employee Engagement Council)
- Fostered Engineering Community (Engineering Advocate)

Sr. Software Engineer @ General Electric | GE Digital

2016 – 2019 | Boston, MA

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

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
2019 & 2021 | Online Workshop by React Training

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

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

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 the use of 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)

- Team contributor
  Focusing on group success, I drove inclusive discussions; improved maintainability with useful documentation and code reviews

- Independent feature delivery
  Implemented complex features and refactorings; added in-depth E2E tests and UI/UX designs

Sr. Interactive Developer, L2 @ Publicis.Sapient

2013 – 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 following client feedback
  Led UI development for that project, having recently self-taught the technology.

- Autonomous and motivated
  Created reusable d3.js charting library between assignments

- Quickly learned and utilized new technology
  From Backbone to AngularJS and Aurelia

Javascript UI Developer @ Putnam Investments

2012 – 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

Led a team in creating 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) . Brought together cross-functional experts and drove consensus on requirements and technical plan. 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

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

2016 – 2018

From concept through development to processing results, this live-bidding auction and raffle ticket web app exceeded expectations — raising over $5000 for charity. Working with one other developer, we started with domain models, UX white-boarding, framework choices, and hosting discussions.

Try live bidding (https://pmc-2018-demo.firebaseapp.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.IO) 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