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

5/2022 – 11/2023 | 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 adapting to changing needs. Led a variety of high-impact workstreams across multiple pods and SaMD mobile applications.

- Delivered new app with excellent user engagement metrics.
  Technical front-end lead for app with provisional requirements and tight timelines; delivered on time and exceeded user engagement target by 50%. 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. Collaborated tightly to drive requirements to meet technical capabilities, limitations, and platform-specific best practices. 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 parallelization and available capacity. Removed roadblocks: independently resolved complex technical items, guided coworkers on implementation, and worked cross-functionally. Continually refined the technical documentation as new information surfaced and reshuffled backlog items based on anticipated capacity and needed expertise.
- Technical Leadership
  Contributed towards predictable, realistic delivery by engaging with stakeholders to provide solution options that aligned with priorities and planned goals. 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. Enriched the architecture discussion by offering a delivery-focused and future-forward proposal with rich detail.
- Reduced tech debt and risk through cross-team buy-in on overdue upgrade.
  Gathered and presented options to stakeholders for alignment.

Sr. Software Engineer @ Pear Therapeutics

1/2019 – 5/2022 | Boston, MA

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

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, 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, ensuring 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

10/2016 – 1/2019 | 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

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

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)

- 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

6/2013 – 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 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

7/2012 – 5/2013 | 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 another 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