



Dan Jones

Software Engineer and Architect

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Open to remote positions

OBJECTIVE

Strategic and results-driven Solution Architect with 10+ years of experience designing and delivering scalable, secure, and high-availability systems across cloud and on-prem environments. Proven expertise in cloud architecture (AWS/GCP), microservices, and API-driven platforms with a strong background in Go, PHP, Node.js, and Python. Adept at modernizing legacy systems, defining reference architectures, and leading cross-functional engineering teams to implement innovative solutions that accelerate business outcomes.

SKILLS

- **Architecture & Cloud:** Microservices • Event-Driven Systems • REST • Domain-Driven Design • CI/CD • Containers (Docker, Podman) • AWS • GCP • Back-end Architecture
- **Leadership & Delivery:** Technical Vision & Roadmaps • Mentorship • Agile / Scrum • Cross-Functional Collaboration • Product Development • Problem Solving • Communication
- **Languages & Frameworks:** Go • PHP (Laravel, Wordpress) • Python • Javascript (node.js, Vue.js, React) • HTML • CSS (SCSS)
- **Databases & Tools:** MySQL • Mongoddb • Linux • Git

WORK EXPERIENCE

Senior Software Consultant / Oteemo

September 2024 – Present

- Senior Engineer on the US Air Force Platform One Vulnerability Assessment Tracker, tracking security vulnerabilities in a hardened Docker registry
- Architected migration of monolithic infrastructure to microservices, improving scalability and maintainability.
- Mentored and led junior developers; conducted interviews and code reviews.
- Developed AI-driven container hardening integration for DefectDojo to automate vulnerability remediation.

Principal Software Engineer/Back-end Architect / GRIN

August 2021 – May 2024

Principal Engineer and Architect at social media SaaS company

- Enabled engineering team to focus more on feature work by implementing unit testing framework
- Recommended architectural strategies and supervised architectural changes
- Improved platform stability through the addition of microservices in go
- Held training sessions for development team
- Interviewed prospective new hires
- Expanded platform with multiple Vue components

Senior Software Engineer / BubbleUp

The Woodlands, TX

February 2020 – July 2021

- Built multiple web applications with various technology stacks
- Performed research into new automation strategies for customer data

Technical Lead / Raven

Houston, TX

August 2021 – May 2024

Lead for API project. Designed architecture for Laravel-based API for document management service.

- Partner with CEO to develop technical vision
- Building RESTful APIs utilized by multiple first-party clients
- Supervised team of five developers
- Mentored and encouraged junior developers
- Ran regular Agile ceremonies, such as daily stand-ups and weekly retrospectives
- Code reviews of other team members within GitHub
- Build DevOps automation pipeline for continuous integration / continuous delivery

Senior Full-Stack Developer / Analyte Health

Houston, TX

July 2016 – October 2017

Full-stack development for multiple websites in the health industry, including STDCheck, HealthLabs, and others.

- Spearheaded significant code refactor, leading to better code quality and maintainability
- Developed secure applications, compliant with HIPAA regulations
- Built frontend components in AngularJS and React

Instructor / Trilogy Education

Houston, TX

October 2016 – May 2017

Taught full-stack development bootcamp; mentored cohorts through software architecture fundamentals and project-based learning.

Back-end Web Developer / Server Monkey

Houston, TX

November 2015 – July 2016

Develop Magento-based eCommerce site.

Back-end Web Developer / Hubbard Radio

Washington, DC

July 2010 – November 2015

Web developer (focused on back-end) for two major news organizations: WTOP, and Federal News Network.

EDUCATION

Bachelor of Arts in Theater

University of Texas, Austin, TX

Graduated: May 2008

Selected Open Source Projects

- **ezcache** - Dead simple in-memory caching library for go.
- **nomino** - go library for random filename generation.
- **gin error middleware** - A middleware for go gin framework and wrapper functions to make handling errors easier and more idiomatic.
- **Responsible Errors** - A small go library that provides errors that can be more useful in the context of a web app. The heart of gin error middleware.
- **droplogger** - Python logging application especially suited for life-logging with IFTTT and Dropbox.
- **my-log** - A work-in-progress complete rewrite of droplogger in go
- **Object Spy** - PHP debugging library that makes it easy to inspect private properties and methods without using reflection.
- **http-go-status** - Super simple web server that just returns the HTTP status you ask for. Useful for testing.