



# Dan Jones

## Software Engineer and Architect

Richmond, TX 77469

(704) 326-1626

dan@danielrayjones.com

<https://danielrayjones.com/>

Open to remote positions

### OBJECTIVE

Forward-thinking and seasoned Software Engineer with background working productively in dynamic environments. Fluent in go, PHP, and other programming languages, developing software within multiple industries. Enthusiastic collaborator focused on achieving project objectives with speed and accuracy.

### SKILLS

- |                         |              |             |                   |
|-------------------------|--------------|-------------|-------------------|
| • Product Development   | • HTML       | • Vue.js    | • Leadership      |
| • Back-end Architecture | • CSS        | • React     | • Communication   |
| • Technical Leadership  | • SCSS       | • Laravel   | • Problem-Solving |
|                         | • Go         | • Wordpress |                   |
|                         | • PHP        | • MySQL     |                   |
|                         | • Javascript | • Mongodb   |                   |
|                         | • node.js    | • Git       |                   |
|                         | • Python     | • Docker    |                   |
|                         |              | • Linux     |                   |

### 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
- Led migration of infrastructure to microservices
- Mentored Junior Developers
- Interviewed potential team members
- Led team meetings
- Built AI-driven Container hardening integration for DefectDojo project

#### **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 coding bootcamp. Six month program to introduce students to basics of full-stack software development and computer science principles.

**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

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**Bachelor of Arts in Theater**

Graduated: May 2008

University of Texas, Austin, TX

## Selected Open Source Projects

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- **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.
- **Responsable 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.