

Daniel A. Anderson

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PROFILE

- Full-stack web developer of 10+ years experience. Core skills include Javascript, NodeJS, CSS & Preprocessors, HTML5, Adobe Creative Cloud Suite, and a variety of frameworks for front-end, server, mobile, and cloud applications. Strong background in user experience design and prototyping application user flows.
- Front-end development skillset features React (Hooks & Classes), Webpack, Redux, and command line tools such as Git, NPM, Yarn, and Babel. NodeJS and server development experience includes Express, Hapi, and Koa. Database skills include MongoDB and Redis. Additional development skills in data visualization (D3.js), responsive and progressive web application patterns, browser extensions, and decentralized apps leveraging blockchain-based authentication.
- User experience (UX) skillset features Adobe Creative Cloud, particularly Photoshop, and UI prototyping tools such as Balsamiq Mockups, Storybook, and Figma. Skilled in CSS preprocessors (Sass, Less), styled-components, CSS-in-JS, and styled UI frameworks such as Bootstrap and Grommet. Experience designing and developing user experiences from rough concept to production-ready code across devices and platforms.
- Hardware and internet-of-things (IoT) skills includes Single-Board Computers (SBCs) and microcontrollers such as Raspberry Pi, Arduino, and Tessel. Skilled in developing cloud-driven applications for in-the-field IoT devices in consumer, educational, and scientific settings. Experience integrating Web Sockets and real-time message-passing protocols across web applications.
- Strong remote worker and comfortable in a variety of team styles. Strong ability to deal with edge cases. A big-picture thinker who accounts for subtle details. Loves product managers, designers, and engineers alike. Loves to craft excellent user experiences.

SKILLS

Javascript (ECMAScript), NodeJS, ReactJS (Hooks & Classes), Redux, CSS3, HTML5, Git, NPM, Webpack, Storybook, styled-components, CSS-in-JS, SCSS, Less, Grommet, Bootstrap, Express, Hapi, Koa, MongoDB, Mongoose, Redis, Raspberry Pi, Arduino, Tessel, Heroku, Amazon Web Services (AWS), Google Cloud Platform (GCP), Terraform, Adobe Creative Cloud, Adobe Photoshop, Adobe Premiere, Adobe Acrobat, Adobe AfterEffects, Balsamiq Mockups, WebSockets, Socket.io, Open Sound Control (OSC), MySQL (SQL), Unix, command line, Sublime Text, Chrome extensions, progressive web apps, responsive web apps, decentralized apps (dapps)

EMPLOYMENT

FRONTEND DEVELOPER AT KYNDRYL — JULY 2022 - PRESENT

Developed customer-facing UIs for an enterprise-level cloud services application. Worked with designers, product managers, lead developers, and software architects to implement mission-critical components across desktop and mobile. Implemented pixel-perfect designs and unit tested critical UI business logic. Worked across timezones in a remote role.

SOFTWARE ENGINEER AT EXPEDIA GROUP — OCT 2020 - JULY 2022

Developed web applications and rich user flows using React, SCSS, Webpack, and related technologies for Bluehawk's client Expedia Group and its subsidiary Vrbo. Worked with engineers across timezones to develop and deliver user-experience critical applications within a micro-frontend architecture. Prototyped and maintained data visualization-heavy applications with goals of predictability, testability, and visual fidelity to pre-existing mockups.

SENIOR FRONT-END DEVELOPER AT TWITTER, INC. — SEPT 2019 - MARCH 2020

Developed single-page web apps using React, Redux, Webpack, and related technologies for the Salesforce platform. Integrated open source technologies with proprietary frameworks (Salesforce Lightning, Visualforce) and internal APIs. Gathered, curated, and documented critical requirements from key stakeholders. Developed internal applications and workflows to solve broad user experience and automation problems that drive sales.

DIRECTOR OF ENGINEERING AT MAGNITUDE.IO — OCT 2018 - SEPT 2019

Developed full stack applications using NodeJS, ReactJS, and related technologies for an ed-tech platform serving K-12 students conducting experiments in low earth orbit and on the International Space Station using real-time devices. Maintained and upgraded existing codebases while guiding new feature development under a SPA and PWA strategy. Defined project goals with stakeholders and managed a small team across timezones.

CO-FOUNDER & LEAD DEVELOPER AT HAVYN, INC. — JAN 2016 - OCT 2018

Co-founded HAVYN, Inc. as Lead Developer. Developed end-to-end software architecture for consumer smart locker product. Developed cloud-based NodeJS server to manage a fleet of devices in real-time. Developed hardware prototype applications in NodeJS on Linux SBCs and embedded systems, leveraging Optical Character Recognition (OCR) and SMS messaging. Developed internal CLIs to automate key tasks and workflows. Designed and developed front-end web user experience, dashboards, and marketing websites. Designed and developed a mobile application with React Native. Guided technology solutions and developed user interactions consistent with desired brand experience.

ARTIST IN RESIDENCE — MAY 2016 - MAY 2017

Joined artist-in-residence program at Merchants of Reality, a 501(c)(3) arts-oriented nonprofit. Projects included a projection-mapped video installation at St. Patrick's Cathedral of San Francisco; a 15' water-borne LED-lit pyramid at Symbiosis arts festival; and a full-length science fiction novel. Responsibilities during residency included: project management, volunteer management, crowdfunding, grant writing, web development, and maintenance of a historic venue space circa 1906 in downtown San Francisco.

UI DEVELOPER AT AVENUE CODE — MARCH 2015 - MARCH 2016

Developed UIs with ReactJS, Redux, Webpack, and other modern development tools. Developed stateful UI components with BackboneJS, MarionetteJS, and Sass for high profile retail clients that serve millions of customers across Macy's.com and Bloomingdales.com.

FREELANCE WEB DEVELOPMENT & DESIGN — 2009 TO PRESENT

Portfolio includes web applications and websites for major companies, brands, and institutions including Stanford University, Twitter, Herman Miller, Movies.com, and Sports Authority. Worked with design agencies, government organizations, consulting agencies, non-profit organizations, educational startups, and independent producers of all kinds.

EDUCATION

MARYLAND INSTITUTE COLLEGE OF ART — 2006 - 2008
PAINTING MAJOR, CREATIVE WRITING MINOR

ACHIEVEMENTS

MARYLAND DISTINGUISHED SCHOLAR — 2005 — STATE SCHOLARSHIP
PUBLISHED SCIENCE FICTION NOVEL — 2018 — "CHILDREN OF VALE" AS D. A. ANDERSON

REFERENCES

WWW.LINKEDIN.COM/IN/DANIELANDERSON
PHONE AND WRITTEN REFERENCES AVAILABLE ON REQUEST