Daniel Horan

/* Highly motivated and pragmatic engineer with over twenty years of experience. UX evangelist whose attention to detail and design sense guides him to build things for the right reasons. A craftsman who understands that code is meant to be read and that technical debt is costly. Does not typically speak in the third person. */

Experience

Advisory Engineer, Constant Contact
Waltham, MA • 2015 -> Present

Leads a small team that created and maintains an ever-evolving React-based design system by fulfilling the roles of architect, product owner, designer and engineer. Frequently collaborates with the UX group to ensure that no requirements or details get overlooked. Advocated heavily for the adoption of the design system throughout engineering and UX. Organized training sessions and implemented processes to provide support and handle feedback in order to make adoption frictionless.

Principal Software Engineer, Alignable
Waltham, MA • 2014 -> 2015

Responsible for redesigning the entire application UI with an emphasis on speed, consistency, and responsiveness. Reduced the time and effort needed to deliver new features by defining a style guide and implementing reusable components and partials. Worked closely with the founders to define and refine the technical details of proposed features. Pushed to implement sprint planning after identifying several process issues including resource management and requirement detail.

Software Engineer, Shareaholic
Boston, MA • 2012 -> 2014

Lead front-end engineer focused on developing tools for content publishers. Responsible for re-engineering a compact and responsive tool suite used on over 300,000 blogs and news sites. Designed and implemented entire advertisement management application for content promoters including full front-end as well as RoR app. Oversaw all design and front-end work. Managed several junior and peer engineers.

Owner / Designer, The Unrefinery
Grafton, MA • 2012 -> 2016

Started as a tryptophan induced creative spark on Thanksgiving night 2011 and ended up selling over 1,000 shirts in the first 3 months. I designed, screen printed, marketed, and shipped tech-related apparel to over 30 countries as a side-business until I bought a house and realized that working full-time, making t-shirts, and redoing the bathroom were not all going to happen.

Software Engineer, Constant Contact
Waltham, MA • 2011 -> 2012

Developed and improved an industry leading email editor with over 500,000 users. Implemented features focused on removing friction, increasing user productivity, and improving customer satisfaction. Responsible for re-skinning the entire email editor interface, complete with gradients and inner shadows which were really cool at the time. Discovered a passion for mentoring while assisting more junior team members.

UX Developer, Constant Contact
Waltham, MA • 2010 -> 2011

Worked collaboratively with interaction designers, engineers and internal product managers. Designed and developed cross-browser compatible production level HTML and CSS for an enterprise level application. Created and maintained reusable Java components and jQuery UI plugins to help unify the experience.

Skills

- HTML
- CSS / SASS
- JavaScript
- Node / NPM
- React
- Design Systems
- Screen Printing
- Accessibility
- Astrophysics
- Git
- Ruby on Rails
- Java
- Woodworking
- PHP
- MySQL / Postgres
- Photoshop
- Ballroom Dancing
- Illustrator
- Sketch / Figma
- Kickball

Education

New England Institute of Technology
Warwick, RI June 2005

AS in Multimedia Web Design

Background

Taught myself HTML & CSS over summer vacation and created my first website at age 15.

Created a clothing brand which has sold t-shirts to people in over 30 countries.

Coded this resume from scratch in less than two hours using only TextEdit and comes complete with a dark theme. Check out the source code at github.com/unrefined/resume.

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