Dan Healy

Staff Backend Engineer Portland, Ore. & Remote

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Engineer with a product mindset, driven by the mission.

Architect archetype (https://staffeng.com/guides/staffarchetypes): technical + organizational leadership.

iii Emphasis on mentorship & growing teams.

Ruby developer since 2007. Open to Elixir, Go, Python, GDScript.

Experience



dutchie
(https://dutchie.co
m/)

1 2021 - Present

Remote

Staff Software Engineer

- Technical lead for e-commerce catalog team, guided 8 ICs to independently deliver projects using a complex tech stack including Ruby on Rails API, Sidekiq, React, Node.js, GraphQL, Elasticsearch, PostgreSQL, MongoDB, Heroku, AWS.
- Led strategic planning for integrating catalog domain features through merger with LeafLogix Point-of-Sale (https://business.dutchie.com/post/dutchie-acquires-leaflogix-greenbits-and-closes-200m-series-c), balancing complex catalog data source of truth business rules through the combined systems.
- Collaborated with Product team counterparts and internal stakeholders to align feature roadmaps with a long-term architectural strategy across many teams. Project to support multiple product photos demonstrated collaboration across ETL, catalog, back office and consumer menu teams.
- Conducted over 70 interviews with IC & EM candidates. Collaborated with Sr. Management to rollout a new, bias-reducing interview stage, training dozens of engineers in its use.
- Mentored, coached, and code paired with dozens of engineers across the company. Excelled in communication with a diverse team, fostering trust and safety.



dutchie (https://dutchie.com/)

2019 - 2021

Remote

Senior Software Engineer II

- Developed code architecture for Point-of-Sale catalog ETL system with <u>20+ integrations (https://slashdot.org/software/p/Dutchie/integrations/)</u>, such as <u>Cova (https://www.prnewswire.com/news-releases/cova-pos-and-dutchie-partner-to-enable-consumers-to-order-cannabis-from-home-301024912.html)</u>, using Ruby. The system powers real-time menus for thousands of retail locations & billions in GMV.
- Implementation & continuous improvement of the data model for the industry's most comprehensive product catalog, using Rails, React, PostgreSQL & MongoDB 10m+ menu products & 200k+ curated idealized catalog products.
- Automated catalog connection system using Elasticsearch relevancy matching.

- Standardized Rails API & <u>Dry-RB (https://dry-rb.org/)</u> code patterns used in several services.
- Independently developed essential internal tooling using Ruby, Rails, and MongoDB for the catalog and ordering systems, enabling efficient support & triage.
- Proactively addressed urgent escalations, including system outages and Rails/MongoDB/PostgreSQL performance issues.



<u>Qualified.io</u> (https://qualified.io/)



• Remote

Senior API Developer

- Created interview assessment workflow integration with <u>Bamboo HR's ATS</u> (https://www.bamboohr.com/applicant-tracking/) using AngularJS 1.7 & Rails API.
- Improved performance and stability of assessment search by creating an Elasticsearch bulk reindexing task.



Thrillcall (https://www.crun chbase.com/orga nization/thrillcall)

- **2010 2018**
- SF & Remote

Software Developer

- Reported directly to the non-technical CEO, facilitating product development.
- Shipped an Apple TV app using <u>RubyMotion (http://www.rubymotion.com/)</u> and <u>Apple's TVML (https://developer.apple.com/documentation/tvml)</u>, working closely with the design team.
- Created a Rails API for event data, used by the mobile & TV apps and external customers including Myspace.
- Added Rails ETL integrations for ~25 event/ticketing sources (REST APIs & web scraping), including StubHub.
- Designed a data pipeline using Sidekiq, <u>AWS SQS</u>
 (https://aws.amazon.com/sqs/) and DynamodB
 (https://aws.amazon.com/dynamodb/) for long-term storage of real-time ticket pricing. As of mid-2018, the database contained 3 billion pricing records.
- Full-stack Rails & Javascript consumer-facing integrations with ~10 third-party services including Spotify. Social integrations for artists & venues for cross promotion. Responsive redesigns, SEO, and admin tooling.

Past



🛢 <u>Pillar Data Systems</u>

1 2006-2009

FPGA & Firmware Engineer



NASA Ames - CTAS

1 2005

Software Intern



UC Santa Cruz

1 2002-2006

B.S. Computer Engineering