






Dan Hough

Software engineer, web and mobile developer

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About me

I'm a friendly, experienced software engineer, with leadership skills & design nous, and I am an excellent communicator. I mostly work on web applications, and although my focus is on frontend, I am very comfortable working on backend or mobile parts of the stack in order to implement a new feature or develop a product.

I've been developing software professionally for over 8 years, including a year as a team lead, plus a year as a product manager. I taught a web development course at General Assembly, and volunteered at a primary school's *Code Club*. Every team I've worked with has, to some degree, followed *Agile* principles.

Lists of Things

Side Projects & Cool Stuff I've Made

Interfake: Fake APIs for prototypes and testing.

<https://github.com/basicallydan/interfake>

Song of your Comment: Songs inspired by Reddit.

<https://soundcloud.com/danhoughmusic/sets/reddit-comment-songs>

SkiFree.js: The classic game, *SkiFree*, in JavaScript.

<https://basicallydan.github.io/skifree.js>

Conway's Game: Test-Driven implementations of the classic automaton using various languages.

<https://github.com/conwaysgame>

Recent/relevant books: *Inspired* by Marty Cagan, *JavaScript: The Good Parts* by Douglas Crockford, *Convenience Store Woman* by Sayaka Murata, *Carry on, Jeeves* by P.G. Wodehouse, *The 99% Invisible City* by Roman Mars and Kurt Kohlstedt, *Squirrel Girl* by Ryan North and Erica Henderson.

Extra curricular: Rock climbing, snowboarding, songwriting, yoga, running, singing, guitar and busking. Illustration & drawing, design, stand-up comedy and public speaking. I also enjoy watching cinema & television, cooking, travel and playing board games.

Windows or Mac? Happy with both, prefer Mac.

How about Linux? My VPS is Ubuntu-based and I'm comfortable using Bash and Zsh.

Technical Skills

Primary Languages and Technologies

Often: JavaScript (9yrs), React (3yrs), HTML5 (10+ yrs), Ruby on Rails (2yrs), CSS (10+ yrs)
Sometimes: SQL (10+ yrs), .NET (8yrs), Backbone.js (3yrs), Python (10yrs), NodeJS (5yrs), React Native (1yr)
Occasionally: Bash (5yrs), PHP (4yrs)

Other programming languages & technologies

NPM, Yarn, Babel, Gulp, MySQL, PostgreSQL, GraphQL, Java, Redux, React Testing Library, Stripe, Django, MongoDB, SASS, (X)HTML, Rake, Grunt, XML, Go.

Recent employment & clients

Jungle Scout (junglescout.com)

Software Engineer, Sept '19 - Present

System design, a RoR API, Stripe API, React, AWS and lots and lots of Test Driven Development.

Marvel (marvelapp.com)

Product Manager, Jun '18 - Sept '19

Customer interviews, long-term strategy, backlog prioritising, **product ownership**, and liaising with sales, marketing, leadership and engineering.

Marvel (marvelapp.com)

Full-stack Developer, Team Lead, Jul '16 - Jun '18

Developing a **drawing tool** in the browser, leading team of four developers, including mentorship, fortnightly checkins.

Dstl (MOD) with Digi2al (digi2al.co.uk)

Consultant Senior Developer, Jan '16 - Jul '16

Django (Python) with **progressively enhanced** frontend. User research & testing a big part of this.

Marvel (marvelapp.com)

Contract Frontend Developer, Nov '14 - Jul '15

Refactoring legacy jQuery app to Backbone.js.

Upmysport

Contract Mobile Developer, Feb '14 - Oct '14

Universal PhoneGap app. Push notifications, FB login.

General Assembly

Front End Web Dev. Instructor, Oct '14 - Jan '15

Part-time teaching adults to write web applications.

Huddle

Developer, Jul '12 - Nov '14

Backend REST API (.NET) + single-page web app. Refactored legacy monolith into a scalable SOA system. Led skunkworks team. Worked on native iOS apps.

Formal Education & Training

The University of Sheffield

September 2006 - June 2010

1st Class BEng Software Engineering

Software

VSCode, Slack, MacOS, Git, Sublime Text, XCode, Sketch, Figma, Marvel, Adobe Photoshop, Illustrator, GarageBand, Windows, openSUSE, Ubuntu, SVN

Software Engineering Concepts

Test-Driven Development, Object-oriented programming, REST, Event-Driven programming, Continuous Integration, Behaviour-Driven Development, Coincidence-Driven Development, SOA, MVC, MVVM, AJAX, Modular Design.