

# Patrick Daly

[dalyhabit.com](http://dalyhabit.com) | [linkedin.com/in/patrickmdaly](https://linkedin.com/in/patrickmdaly) | [github.com/dalyhabit](https://github.com/dalyhabit)

## Technical Skills

**Strong** | JavaScript (ES6) • Git • React.js • Material UI • Node.js • Backbone.js • Angular 5+ • AngularJS • Jest  
**Experienced** | Webpack • Grunt • Gulp • Jasmine • Chai • Sinon • Postgres • MongoDB • GraphQL • Python • Bash

## Experience

- Khoros** | *Customer Engagement Platform* | Software Engineer II - Frontend **Austin, TX | 08/19 - present**
- Onboarded and began making meaningful contributions to production code within two weeks of start date
  - Support and contribute to frontend repos across the company as one of very few frontend engineers
  - Consistently show flexibility by being able to join new teams and contribute to different codebases
  - Keep repositories up to date through dependency upgrades and replacement of outdated deps/practices
  - Work closely with designers to produce modern, visually appealing, user-friendly UIs for the Khoros platform
  - Integrate and duplicate various UI/UX techniques utilized by leading social media platforms
  - Contribute to and lead Frontend Guild Meetings where engineers share knowledge and discuss bleeding edge tech
- Kapsch TrafficCom** | *Intelligent transportation systems* | Software Engineer (UI/UX) **Austin, TX | 03/18 - 08/19**
- Worked with a team of engineers to develop a suite of maintenance and reporting tools for toll road operators
  - Built an Angular 5+ application from the ground up to replace existing legacy (jQuery/AngularJS) applications
  - Contributed to preliminary design meetings (UI, MW, and DB) when tasked with implementing a new feature
  - Interfaced with individuals from MW and DB teams on a daily basis to discuss implementation of new features
  - Led (and documented) daily stand-ups and scrum meetings for the UI/UX team
  - Travelled to client sites during preliminary design stages to discuss and demo features of our products in-person
  - Wrote and edited design documentation according to requirements agreed upon between Kapsch and clients
  - Periodically presented and discussed in-progress features with clients to confirm requirements are being met
- Hack Reactor** | *Advanced Software Engineering Immersive* | Lead Instructor **Austin, TX | 05/16 - 03/18**
- Managed the Instruction Team for the Austin campus and gave final approval on local curriculum changes
  - Conducted daily technical lectures on fundamental computer science and software engineering topics
  - Developed curriculum and contributed to the in-house projects which were used daily at Hack Reactor
  - Spent hundreds of hours debugging code with/for students and refactoring/explaining best practices
  - Taught MakerPrep, an intro to functional programming in Javascript, to a wide range of technical backgrounds
  - Conducted technical interviews for prospective students and recommended final admissions decisions

## Projects

**Greenbelter.io** | Personal Project | React • Node.js • Amazon Web Services | [greenbelter.io](http://greenbelter.io)  
*Check the water level and flow at the Barton Creek Greenbelt along with directions to every swimming hole*

**Dalyhabit.com** | Personal Portfolio Website | HTML • CSS • Hosted on Github Pages | [dalyhabit.com](http://dalyhabit.com)  
*A simple, clean personal webpage developed using only HTML and CSS. Fully responsive and super efficient.*

## Education

**MakerSquare (Hack Reactor)** | Advanced Software Engineering Immersive **Austin, TX | 02/16 - 05/16**  
**The University of Texas** | BS Petroleum Engineering | Business Foundations **Austin, TX | 08/10 - 05/15**

## Personal

**Achievements** | Speaker at Developer Week Austin 2017 • Largest contributor to a repo featured on HBO's Silicon Valley  
**Skills** | Fluent in Spanish • Expert with DSLR Cameras • Division 1 in FIFA Online • Efficient autonomous learner  
**Hobbies** | Travel • Photography • Soccer • Cycling • Snowboarding • Basketball • Volleyball • Camping • Gaming