



Daniel Lockhart

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I'm a Rails and Javascript software developer with experience developing web apps, APIs, and mobile apps. I have been responsible for bringing multiple projects to completion from scratch, increasing test coverage of existing projects, and have worked closely with design teams to ensure the UI and UX of the produced applications are of the highest possible quality.

I have extensive experience working as a remote developer and working closely in an agile environment with other members of a distributed development, design, and management team using software such as Hipchat, Slack, Trello etc.

I am a keen believer in the value of open source software and so I have a large variety of projects available for viewing on my Github at <https://github.com/Lockyy>.

Skills

Primary Programming Languages: Ruby on Rails and Javascript

Javascript Frameworks: React.js, Angular 2, Backbone.js + Marionette.js

Other experience: Objective-C, Python, PHP, Java, Go, Redis, PostgreSQL

Testing: Capybara, Rspec, CircleCI, and Codeship

Devops: Docker, Heroku, and Mina

Education

University of Liverpool – Computer Science 2:1, 2014

Experience

SOFTWARE DEVELOPER, PODMEDICS, REMOTE – MAY 2016 - PRESENT

I joined Podmedics as the senior developer in May 2016 as sole developer on EmERGE, an EU funded medical project focused on getting healthcare data available to hospitals onto the mobile devices of participating patients.

The EmERGE system had to be designed from the ground up to take into account the differing data storage and retrieval systems available in each hospital. This led to a modular system involving heavy use of APIs, which not only had to be designed for consumption by our systems but in parts by software developed by the hospitals as well.

As well as a web application inside the hospital networks for clinicians EmERGE also consisted of a patient facing mobile app on iOS and Android developed in Angular 2 and Ionic 2 to facilitate rapid development and cross-platform consistency. The mobile app can be viewed on the [iOS app store](#) and [Android play store](#).

I also took over lead development on the internal and external sites for [JJ Media](#), a large UK based photography and film location agency.



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SOFTWARE DEVELOPER, CODELITT, REMOTE – JUL 2014 - MAY 2016

Codelitt is a digital startup incubator and Rails development agency based in Miami, with a team of developers and designs from all across the world and number of large, multi-national clients.

I was lead developer on large React.js and Rails project for Fortune 500 company for sharing data between unconnected areas of the organisation.

I was a key developer on incoin.io, a Bitcoin payroll service developed using Rails, Backbone.js (with Marionette.js), and Go as a single page app that integrates with ACH providers using a custom built Go library via a Rails backend.

I was also in charge of building several web apps as Lead Developer for Assurant Insurance to test the waters in various new industries, developing bespoke data gathering apps. As part of this, in order to reduce workload, I developed a framework on top of Ruby on Rails that enabled me to quickly bootstrap similar data-gathering apps. This has saved Codelitt weeks of development time.

Other projects I have worked on include an iOS app developed for insurance sales using React Native, an internal service review web app for a client using React.js, and a social network for investors using Rails.

CONTRACTOR, PODMEDICS, REMOTE – APR 2014 - JUN 2014

Podmedics is a revision-focused social network web app for medical students. It allows students to ask and answer questions related to videos and topics and complete tests to practice for exams.

I contracted for Podmedics as a Rails and front-end developer during my final year of study at University, working with a team of developers and designers. There was a strong focus on test coverage, using Codeship for continuous integration and ensuring issues were caught early.

Independent Projects

SCENARIO GENERATOR (SCENARIOGENERATOR.NET)

Scenario Generator is a website I built for generating randomised challenges for various popular games.

I build this in two halves, a Ruby on Rails API at api.scenariogenerator.net and a front end developed in React.js that consumes the Rails API. The code for each half is open source and available at https://github.com/scenario-generator.

As well as development, the project also involved contact with users and A/B testing various aspects of the site such as email marketing sign up. The site is fully open-source.

Social media marketing and time spent contacting journalists and gaming publications has resulted in the site attracting over 400,000 visitors and over 2M page views.