

# Dan Poggi

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## Work Experience

- **Detroit Labs** **Detroit, Mich.**  
*Application Developer* *August 2015 – Present*
  - iOS development using Objective-C and Swift.
  - Server-side development using Ruby and Java.
  - Limited interactions with Android development using Java.
- **Half Turn Consulting** **Grand Rapids, Mich. & East Lansing, Mich.**  
*Founder* *September 2012 – August 2015*
  - Developed custom data processing applications using an OSS stack.
  - Consulted on IT strategy concerns including security and networking.
- **Loudpixel** **East Lansing, Mich.**  
*Lead Engineer* *April 2012 – September 2012*
  - Database-backed web development using Ruby on Rails, MongoDB, and PostgreSQL.
  - Built cloud-based "walled garden" behind a secure VPN for development, staging, and automated deployment.
  - Scaled legacy MySQL system to handle millions of rows and disk-intensive joins by adding indexes where appropriate and oversaw a migration to SSD-based servers.
- **Olark** **Ann Arbor, Mich. & Palo Alto, Calif.**  
*Web Development Intern* *June 2011 – November 2011*
  - Worked on implementing best practices in Olark's Rails frontend.
  - Developed server deployment procedures for scaling Olark's backend services in the cloud.
- **MSU Physical Plant** **East Lansing, Mich.**  
*Computer Support Technician* *March 2010 – June 2011*
  - Responsible, along with a team of 12, for the maintenance, support, and growth of a network serving over 1,000 client computers.
  - Tasked with updating the structure of Microsoft Access databases, scripting using Windows PowerShell, supporting video editing software, and documenting new procedures for use by computer support staff.
- **Self-Employed** **Grand Rapids, Mich.**  
*Web Developer & Computer Support Technician* *September 2005 – March 2010*
  - Employed by businesses to produce web sites and services using cutting-edge technologies.
  - Hired to diagnose, troubleshoot, and repair personal computer problems.

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## Technical Skills

Languages: Ruby, JavaScript, Objective-C, Swift, Go, Java, Bourne Shell, Python, C#  
Libraries/Frameworks: Rails, Riot.js, UIKit, AppKit, Guava, Gson, Jersey, Spring  
Tools: git, vim, bash/zsh, tmux, Xcode, JetBrains IDEs, Visual Studio  
Databases: PostgreSQL, SQLite, MySQL, MongoDB  
Operating Systems: Mac OS X, Linux, Windows, FreeBSD

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