Dan Herbert

15+ years of experience in web development, driven by intense curiosity about interesting problems.

Experienced with web application architecture, planning, mentorship, development, and operations. Strong focus on accessibility, localization, and performance optimization to cater to all users and platforms. Comfortable in a wide variety of technology stacks/languages with experience on every level of N-tier architecture as well as database and web server management.

Work History

Google LLC

April 2016 to March 2023 (6 years, 11 months)

User Experience Engineer III, L4

Web developer at YouTube and most recently Cloud, working on Google Workspace's growth team.

Worked on architecture, planning, mentorship, and development of web applications using common open web technologies and frameworks. Extensive experience creating accessible and localized web pages and web apps. Engineering primarily focused on front-end technologies but also included back-end development and monitoring.

EPAM Systems, Inc & Empathy Lab

August 2009 to April 2016 (6 years, 8 months)

Senior Software Engineer

A lead full stack developer involved in design, creation and planning of a variety of multimedia web applications for entertainment companies worldwide.

EVO Payments International

June 2007 to August 2009 (2 years, 3 months)

Software Engineer

Full stack engineering working on .NET based web & desktop applications. Employed as a contractor during this time.

Skills

Languages: C#, Python, Go, Java, Node.JS, ASP.NET, JavaScript, TypeScript, HTML, CSS, SASS, Pug, Stylus, PHP, SQL, XML.

Technologies: Apache, Nginx, IIS, .NET, Windows Server, Linux, MacOS, MySQL, SQLite, MariaDB, MS SQL Server, Memecached, AngularJS, Polymer, Backbone.js, jQuery, Hugo, QtWebKit, Git, SVN, Mercurial, Bazel, Jasmine, Karma, Selenium, Axe Auditor, TeamCity, Maven.

Education

Penn State University

Bachelor of Science (BS), Information Sciences & Technology, Integration and Application option

2005-2009