

# Dan Gurney

## Personal Details

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## Summary

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I'm an experienced engineering leader and former startup founder who loves shaping new products and bringing them to market. I draw on my engineering and business experience to drive progress, ensuring that we continually ship in pursuit of a company's top-level goals. Lately I've been focusing on novel applications of artificial intelligence.

## Key Technical Skills

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TypeScript, JavaScript, Go, Python, AI/ML, React, NextJS, Remix, NodeJS, Express, Protobufs, gRPC, Deno, React Native, Jest, React Testing Library, Playwright, ES2020, HTML5, CSS, SCSS, BEM, TailwindCSS, Redux, ESLint, Prettier, Passport, Git, REST APIs, GraphQL, PostgreSQL, MySQL, SQLite, BigQuery, MongoDB, Redis, Docker, Kubernetes, Lambda, Stripe, OpenAI, SendGrid, Auth0, Vercel, GitHub, AWS, GCP

## Educational Record

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**2009** B.A. in Music, Harvard College  
Secondary focus in Visual & Environmental Studies

## Career History

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**Sep '22 – Present**

**Role:** Engineering Team Lead

**PredictionHealth**

**Feb '21 - Sep '22**

**Role:** Lead Engineer

**Sep '20 - Feb '21**

**Role:** Senior Engineer

I started working with PredictionHealth when it was a 6-person pre-seed startup, experimenting with an initial product which used AI to automate medical documentation. I laid a foundation of scalable engineering practices including Git, GitHub, PRs with code review, CI/CD including unit tests and automated deployments, auto-scaling ML models, and relational DB schema. We grew the documentation business and raised \$2 million in seed funding. Along the way I rearchitected the legacy React app and

Go backend server and introduced best practices like HTTP data requests with a RESTful API, static typing across frontend and backend, and caching.

While iterating on the product and talking to customers, we realized that a new vertical had even more growth potential and I helped us pivot to providing AI insights for medical practices. This involved conducting user research, developing business cases, productizing AI models, designing wireframes, and building tightly scoped MVPs and foundational infrastructure. I helped with recruiting, interviewing, and hiring as we grew the company to 17 people and increased MRR by 50x. I'm currently leading the engineering team as we develop a NextJS app with TypeScript, a Go API with protobufs and gRPC, and an event-based data/ML pipeline.

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### **Responsibilities & Achievements**

- Architected frontend apps, backend APIs, CI/CD workflow, and cloud deployments
- Led team of 7 engineers while implementing agile practices like standups, ticket writing, and retros
- Created wireframes and high fidelity designs for new features in Figma
- Interfaced with Sales and Ops teams to analyze user requests and determine roadmap prioritization
- Recruited, interviewed, and hired frontend and backend engineers
- Mentored engineers via code review and 1-on-1's
- Managed engineering bandwidth to produce high output and a positive, collaborative working environment

### **Key Skills**

- Friendly and helpful to coworkers
- Keeps company's business priorities at forefront
- Adaptable to continual change

**Nov '19 – Sep '20**

**UBiqube**

**Role:** Senior UI Engineer

As a senior engineer on UBiqube's UI team, I worked to build the next-gen interface for our automation and orchestration DevOps framework. We used React, Redux, Material UI, React Testing Library and Docker, and I helped set up an automated CI/CD pipeline on Github Actions, moving to a fully Dockerized deployment flow. Another project was adding BPM functionality to our product, doing a deep integration with bpmn-js, our React app, and REST API, with full test coverage via React Testing Library and Cypress. In addition I migrated our design files to Figma and added dark mode across the app.

### **Role and Responsibilities:**

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- Worked as part of a cross functional scrum team following agile principles, continuously delivering high quality code.
  - Participated in active code review, both for myself and others, to maintain a uniformly high quality standard for the codebase.
  - Grew test coverage across the codebase and improved DX flows.
  - Built out an automated CI/CD process and grew its adoption across the company.
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## Key Skills:

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- Polished, clean, and scalable code
  - Mentorship of teammates
  - Modernizing organizational practices and tools
  - Drawing on business and design experience to help leverage development output
  - Building with an emphasis on scalability and modularity
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**Jan '19 – Nov '19**

**CarTrawler**

**Role:** Software Engineer, JavaScript (Feature Team)

As a member of CarTrawler's Feature Team, which was tasked with building the next generation platform for the company's products, I enjoyed working with technologies like React, NodeJS, Jest, Enzyme, Docker, and Jenkins to build large-scale web applications used by millions every year.

## Role and Responsibilities:

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- Worked as part of a cross functional team of developers, designer, and product manager to create, build, and deploy key features for the company.
  - Participated in active code review, both for myself and others, to maintain a uniformly high quality standard for the codebase.
  - Led ticket creation, refinement, and allocation, shepherding features like Sales from beginning to end while delivering ahead of schedule.
  - Took an active role in continually improving our team processes.
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**Aug '16 – Jan '19**

**Principal, Freelance**

**Role:** Full Stack Engineer (web and mobile)

I ran a freelance development firm building apps and websites for clients. Much of my work focused on React and React Native.

## Achievements

- Built an in-store React Native experience for a major international brand, including a custom-built silent printing feature and performance optimizations for Android tablet hardware.
- Working with a design team, I built the v2 of a radio station's React Native app, with multilingual English/Spanish translation support, and utilizing native iOS and Android modules for live and archived audio playback.
- I worked with another developer to wireframe, design, and build a Meteor web app with offline capabilities, real-time data flow, and a new CSS system.
- I designed and built a cross-platform React Native app for mobile insurance inspectors, utilizing custom camera functionality, file uploading, and on-device data persistence.
- I conceptualized, designed, and built a multimedia React Native app for exploring an artist's sketchbook, with custom touch behavior and inline audio/video elements.

## Key Skills

- Setting and meeting delivery timelines

- Agile development process
- Excellent client relations and communication
- Helping shape product strategy and scope to remain within budget and on schedule

**Sep '10 – Aug '16**

**Concert Window**

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**Role:** CEO and Founder

I founded this web startup which provided a scalable online platform for musicians to live broadcast their shows. During that time I grew the business to over 200,000 users and \$2 million in revenue generated.

### **Responsibilities & Achievements**

- Designed and built MVP website with live video, payments, and user accounts.
- Led product at all stages including research, strategy, wireframes, dev, QA, launch, and iteration.
- Implemented features across web, mobile web, and iOS at scale.
- Built profitable business model around monetized live video, direct fan support, and viral mechanics.
- Developed partnerships with CDBaby, Folk Alliance International, and Berklee College of Music.

### **Key Skills**

- Project management – coordinating with development and design teams, prioritizing features, and staying on-time and on-budget
- Product design – conducting user research, spec'ing new features, wireframes

### **Testimonials**

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"Dan Gurney has the ability to see the big picture and the skills to get there. Dan uses his expertise to build quality features at lightning speed... It's apparent that he values a positive company culture. He takes the time to get to know his team members, which results in a cohesive team that is able to accomplish complex projects. As both a team member and leader, Dan has my highest recommendation."

- Terry Gleckler, Operations Manager at PredictionHealth

"He's a brilliant engineer but also a steady leader and great team player. His attention to detail and thoughtfulness about his work were exemplary, and his ability to work through tough problems collaboratively was integral to building a great Product. He can pretty much do it all and isn't afraid to jump in and get things built quickly, while also never sacrificing quality."

- Kate Celauro, Customer Success Manager at PredictionHealth

"Dan is a fantastic coder and teacher. He plans things meticulously. His code is clean, readable and easy to review. He stays up to date with the emerging libraries and technologies... He implemented our entire CI/CD pipeline, with automated tests, while communicating with other teams to ensure consistency across the board. Can't recommend him enough as a co-worker and programmer. I have learned a huge amount working alongside him. He is always happy to lend a hand in a constructive way."

- Emer Mooney, Product Engineer at Intercom

"It's very rare to see someone come into a team and become a key member so quickly. I was really impressed with how Dan approached his work and ensured it was delivered on time and with the highest quality. Dan is ridiculously efficient, you don't need to tell him anything twice and he immerses himself in his work soaking up everything. It was an absolute pleasure to work with Dan, his work ethic and coffee making skills are top class. Thanks, Dan!"

- Phil Kearney, Lead Software Engineer at Personio