

Doug Hogan

idigthedoug@gmail.com | 603.479.2700 | 3 Pemigewasset Circle, Derry, NH 03038

What I Like Doing

I'm a full stack engineer and team lead that prides myself on my pragmatic approach to both product and software design. With a mix of data-driven and actual goal-oriented prioritization, I excel at taking an idea and pushing it across the finish line. You need a product delivered? Bam, there it is. You need a featureset defined and prioritized? Wham, done. You need someone to talk to about the movie you saw this weekend? Sure, I'd love to. I also love taking photos of insects and nature, attempting to build physical things, tabletop games, the Oxford comma, and The Simpsons which is definitely, totally not an obsession.

Current Position

Technical Lead at ZEFR | December 2013 - Current | www.zefr.com

Python (Flask), JS (AngularJS), MongoDB, CSS/SASS (Bootstrap), HTML

I was hired at ZEFR as a front-end focussed full stack engineer. Shortly after I started, our team began work on a new product which would become the focus of our office and soon the company. As the product grew, by virtue of personal investment I grew into product owner and team leader. My days soon included product and team focussed tasks such as setting and ensuring release deadlines, deciding and prioritizing features and assigning tickets, guiding and pairing with other team members, reviewing all code committed to our repository, and discussing product feedback with our internal users, as well as designing and implementing features from styles to database, writing automatic and doing manual testing, deploying releases, being point-man on any blockers, showstopper bugs or errors, and because no one else can seem to remember, putting Coke in the fridge.

Past Positions

Founding Engineer at Postwire | 2012 - December 2013

Python (Flask), JS (Backbone.js & jQuery), MongoDB, CSS/LESS (Bootstrap), HTML, Obj-C (iOS app)

Still a part of the VisibleGains company, Postwire was a new product built from the ground up by myself and two other engineers from idea to a working launch at TechCrunch Disrupt 2012 in a matter of months. As the product grew with rapid iteration, I had strong input in much of the product direction and features.

Postwire was a finalist at TechCrunch Disrupt 2012 and the winner of 'MITX's Best Customer Demand Driver' in 2013.

Software Engineer at VisibleGains | 2009 - 2012

Python (Django), JS (jQuery), CSS, Actionscript 3, Flex, HTML

After PermissionTV, a small number of employees branched off to create VisibleGains. As the product grew and changed I progressed into a full stack role and worked on new iterations of the product written in Python/Django and a client-side created with a custom JS framework built off jQuery.

VisibleGains was the winner of 'MITX's Best Of - Usability' in 2010.

Senior Actionscript Developer at PermissionTV | 2005 - 2009

Actionscript 2 & 3, Flash, Flex, JS, HTML, Photoshop

Back in a time when extensive Flash interfaces were exciting, people cared more about style than usability, and heavily skeuomorphic interfaces were *the coolest*, I was hired to imagine and create custom interactive video players.

Education

BA in Graphic Design | 2005

Keene State College, Keene, NH

Links & References

website: <http://www.digthedoug.com>

linkedin: <https://www.linkedin.com/in/douglashogan>