Dan Garland

For expanded information on the content of this resume:

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Location:	Kent, UK
Dual Nationality:	British and New Zealand citizen and passport holder

About Me

Full-stack engineer pivoting into AI product development and prompt engineering. Over 20 years' experience in opensource web technologies. Recently launched an Al-driven platform GigTotem, leveraging Node.js, OpenAl APIs and serverless infrastructure. Passionate about building intuitive, impactful products that blend engineering with creativity.

Tech Skills

OpenAl API, prompt engineering	1 year
Node.js, SvelteKit, TypeScript, React.js	12 years
AWS, Terraform, Docker	10 years
Ruby, Ruby on Rails, HTML / CSS, SQL	17 years +

Selected Projects

Gig Totem (2025) www.gigtotem.com

- Gig listing platform that uses OpenAl Vision to extract structured data from posters. Listings are indexed using Lucene for internal search and SEO optimised for Google.
- · Stack: OpenAI Vision, Mongo, BullMQ, SvelteKit, Node.js, Terraform, AWS

Most Rated (2024) www.mostrated.com

- Music streaming platform supporting emerging artists through user ratings.
- Stack: Node.js, Mongo, SvelteKit, Terraform, AWS.

Career Highlights

- Founder of We Got Coders. Grew from scratch without investment to 12 employees. Provided over 80 paid internships to junior developers, where I trained, mentored and managed candidates from non-technical backgrounds. Simultaneously delivered multiple agile software projects, for such clients as Hostelling International and Kings College Hospital.
- · Bootstrapped Pharmaseal, a clinical trials platform, as de facto CTO. Provided initial architectural direction, recruited and trained the in-house team and grew it to 6 developers via the We Got Coders internship program.
- Founder of Most Rated, music streaming and events company. Featured on prime time television in the Netherlands, provided a platform for crowd-sourced talent to play curated live shows.
- · Co-founding member of Vega Protocol, a decentralised finance company using Ethereum and Go microservices. Helped build a proof of concept and gave tech talks including at TakeOff conference in Lille, France.
- · Part of the Webby award winning web team at Head London, creating food delivery platform Hubbub, interaction classroom tools for Oxford University Press and a CMS for Coca Cola European Partners. Won repeat business as a freelancer to support these products.

AI & Product Engineering Focus

· Designed and implemented an AI support agent at Indeed Flex using OpenAI APIs. The system intercepts user queries and provides context-aware responses from a custom knowledge base, reducing support load on staff.

Developed end-to-end AI products: GigTotem and MostRated, including data ingestion, indexing, and user interface.

• Interested in AI applications in music, search and conversational UX. Currently experimenting with practical AI integrations, including search, chat interfaces, and structured data extraction using LLMs.

Recent Experience

Indeed Flex	Jobs	Senior Engineer	Jun 2024 – Jun 2025
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- Developed and deployed an OpenAI-powered support agent for Flex, enabling users to self-serve from the internal knowledge base. Reduced support team workload by automatically handling routine queries.
- Delivered an upgrade of internal client reporting infrastructure, seamlessly testing and migrating a critical Airbyte instance without downtime for customers.
- Implemented GDPR compliance features for the agency worker application.

Organise	Activism	VP Engineering	Jun 2023 – Apr 2024

- Responsible for all areas of technical delivery for a medium sized application with multiple services serving 50-100K active users a week.
- Created a notifications capability for the platform enabling in-app notifications, push and e-mail. Processes around 70 million events a month to produce digested notifications at around 1 million messages a week.
- Instigated an agile product delivery process across the entire business comprising product and engineering that enabled continuous delivery and involved all stakeholders in product prioritisation.

BridgeU Education	Tech Lead	Aug 2021 – Feb 2022
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- Delivered a major infrastructure migration to deploy a legacy application into mainland China. Led a devops team managing CI/CD pipelines for a team of ~20. Used Terraform to create IaC driven platform in AWS CN.
- Worked with Head of Engineering to setup lead/cycle time metrics and worked with Engineering Management to deliver ~30-40% efficiency improvements in the department
- Lead a project to develop a mobile application using PWA / React.js / Next.js technology and rapidly prototype working software targeted at students.
- Taught and guided four graduate level recruits and on-boarded them through a combination of pair programming and bespoke training sessions. All passed probation and became full members of the team.

Additional Experience (2003–2021)

A variety of engineering, mentoring, and leadership roles for brands such as General Assembly, Coca Cola European Partners, Checkatrade, Mind, Oxford University Press, Messly and Hubbub.

Full details at: https://www.dangarland.co.uk/experience

Awards

Webby Honouree	2013	Coca Cola European Partners
Webby Honouree	2011	Hubbub (Retail)
British Interactive Media Awards	2010	Hubbub
Shell Technology Enterprise Programme (STEP)	2003	Mathias & Sons

Education

MA, Sonic Arts and Composition, University of Sussex 2020-2023

2:1 BSc Computer Science, University of Bristol, 2001-2004

A-Level Maths, Computer Science & Business Studies

Interests

I am a musician, and enjoy composing my own music. I attained a Grade 8 piano, after winning the Sheila Mossman Award for the highest mark in the country for Grade 6 piano, 2008. Some of my compositions are online at <u>https://soundcloud.com/dmgarland</u>. I played keyboards for Mercury-music prize nominees Sweet Billy Pilgrim, touring the UK and Europe.

In my spare time I enjoy live music, reading, walking, running, cycling, cooking and playing chess.