Annaia Danvers

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http://github.com/jarcane

I am a senior engineer with a background in full-stack web development, functional programming, writing, and public speaking.

Companies

- **Pixelated Noise**. *Senior Engineer.* August 2022 - January 2023.

  - Maintaining data pipelines for clinical trials, with DBT, Prefect, Clojure, and Babashka.
  - Developing open source libraries for shell scripting with Clojure/Babashka.

- **Enterprise Holdings**. *Senior Engineer.* March 2022 - June 2022.

  - Developed new unified frontend for rental applications in React and Typescript
  - Wrote automated tests with Cypress and Jest
  - Implemented additional internationalizations with i18n-next

- **Commsor**. *Senior Engineer.* July 2021 - January 2022.

  - Maintained full-stack web application in Clojure and Clojurescript using the Edge framework, React, and PostgreSQL
  - Integrated single sign-on with WorkOS
  - Developed scheduled messaging automation integration for Slack

- **Siili**. *Senior Consultant.* September 2019 - July 2021.

  - Maintained backend microservices in Clojure and Compojure for major national broadcaster
  - Developed data migrations for a staff managing app in Clojure, bash, and PostgreSQL
  - Built frontend application for vehicle configuration with React, Typescript, and Sass

- **Futurice**. *Software Developer.* August 2017 - September 2019.

  - Maintained large backend platform in Scala and Play Framework for major newspaper
  - Implemented new features for CMS service for said newspaper in Elm
  - Updating and expanding corporate website in Gatsby, React, Netlify, and GraphQL
  - Maintaining large backend microservice platform for IT services in Haskell
  - Developed new open-source full-stack framework for Clojure web development using Compojure-api, Flyway, PostgreSQL, React
  - Trained employees in Clojure web development at both our Helsinki and Munich offices

- **Wolt**. *Software Engineer.* March 2017 - July 2017.

  - Building backend REST API services for food delivery app with Scala/Play/Akka
  - Interfaced with multiple internal backend and frontend targets in Python, Javascript, Node, React, and React Native

- **Metosin**. *Developer.* June 2015 - December 2016. Developed and designed full-stack Clojure/Clojurescript web applications, as well as contributing to company open source projects. In-house and remote.

  - Implemented a user messaging system on top of an existing user directory application in Clojure, ClojureScript, and MongoDB
  - Developed extensive migration scripts in PostgreSQL for updating stored BSON data models

- – Assisted in redesign of startup application for VC pitches in Clojure/ClojureScript, CSS, and Reagent/React
- **Bedroom Wall Press**. *Founder/Publisher.* December 2012 - December 2014.
  - – Responsible for editing, writing, layout, graphic design, art acquisition, and marketing (primarily via social media).

Notable Open Source Projects

- **Heresy** *Racket.* A functional Lisp programming language with BASIC-inspired syntax and a unique immutable object system
- **merkki** *Clojure(Script).* A Hiccup-inspired DSL for generating Markdown formatted text
- **clojurice** *Clojure(Script).* An opinionated framework for full-stack web applications in Clojure/ClojureScript. Sponsored by Futurice.
- **rouler** *Rust.* A DSL for generating dice rolls from die notation syntax
- **wf** *Rust.* A Unix-style command line utility for counting word frequencies
- **futuhours-next** *Elm.* A rewrite of an internal employee hours tracking application, created for Futurice
- **elm-talk** *Elm.* A framework for slide presentations in Elm, hosted on Glitch.
- **minicosm** *Clojure.* A 2D game engine for the browser with a pure functional, declarative API. Sponsored by Siili.

Presentations

- **The Heresy Programming Language** - ClojuTre 2017, RacketFest 2019. Discussing the Heresy programming language and learning through creative experimentation.
- **I used Elm in production and it cost me my job** - ClojuTRE 2018. A humorous talk on the economics of functional programming and consultancy.
- **A Brief History of Mad Ideas** - Code & Comedy Tallinn 2018. An comic autobiographical talk on learning by doing and the value of "useless" projects.

Publications

- **Battle Carrier Kharon**. 2022. *Digital.* Design-centric microgame about mecha combat.
- **A Chip's Edge** - 2020. *Digital.* Pilot for science fiction serial/podcast.
- **Welcome to Neuro City** - 2013. *Digital.* Cyberpunk/fantasy role-playing game.
- **Arcana Rising** - 2013. *Digital/Print-on-Demand.* Urban fantasy role-playing game.
- **Hulks and Horrors: Basic Black Edition** - 2013. *Digital/Print-on-Demand.* Sci-fi role-playing game.
- **Heaven's Shadow** - 2012. *Digital/Print-on-Demand.* Espionage/urban fanrtasy role-playing game.

Other Skills & Experiences

- Producing video essays and audio fiction for YouTube
- Public speaking experience as a stand-up and improv comedian
- Three years college studies in acting, literature, and film
- Five+ years experience as a cook