## Dakota Pitts-Price

## Solution-orientated full-stack developer

CONTACT
(808) 250-8144
pittsorprice@gmail.com
linkedin.com/in/ramensea
Berkeley, CA

## SKILLS

- Python, Kotlin, Swift, C\#, Go, JS, TS, Dart
- Web, Android, iOS, React, Flutter, Roku, Unity3D
- Express.js, Node.js, Django, Ktor, Http4k
- Postgresql, MySQL
- Redis, Elastic Search
- AWS, Docker, Heroku, GCP


## WORK HISTORY

- Curious Creator Co, Senior Developer Precious, Stylemuse, Hangout Games 2018-2023
- Kidjo, Senior Developer

2015-2018

- Freelance Developer / Consultant

2013-2015

- Webstore, Owner

2012-2014

## EDUCATION

- CCNA 2013
- B.A. Philosophy Cal Poly Humboldt 2012

SUMMARY
I am a software developer with over ten years of experience creating high-quality digital products that customers love. I am an effective communicator and team members appreciate my ability to turn complex problems into actionable steps. I am very self-driven, solution-orientated, and eager to step in where I am needed most to help a company scale and grow.

## EXPERIENCE

## Backend Developer

- Software engineer with 10 years of experience working at startups.
- Lead backend developer for Stylemuse, building solutions from the ground up.
- Adept at diagnosing and fixing issues, brought a broken search API from p95-600ms to 40 ms .


## Full-stack Developer

- Fluent with native iOS and Android, web, VR, and Unity3D.
- Created innovative solutions at Precious that improved art quality and increased output by $80 \%$.
- Substantially increased long-tail customer retention by developing a nifty server and background iOS process.


## Project Management

- Effectively used analytics, prototypes, and user research to grow Precious to over $\$ 4$ million in recurring subscription revenue per year.
- Excels at creating concrete action steps out of obscure and abstract problems.


## Leadership

- Nimbly shift gears with changing priorities during sprints to meet stakeholders' needs.
- Successfully launched a multiplayer VR game in less than 6 months by onboarding and guiding new game developers.

