Daniel Martin

San Francisco, CA | dpmartintech.com | linkedin.com/in/dpmartintech

SUMMARY

Senior full stack software engineer with 10+ years shipping web, mobile, and AI products. At SewerAI, I lead cross-team work on permissions, AI agent features, and Temporal workflow reliability for a platform used by municipal utilities and contractors, and I write the design RFCs behind it. Previously took a consumer app from zero to launch, cut fintech release cycles 80%, and led an airport's first native app. TypeScript, React, Node.js, PostgreSQL, AWS.

EXPERIENCE

Senior Software Engineer **04/2025 – Present**
SewerAI | Walnut Creek, CA
AI-powered sewer inspection platform for municipal utilities and contractors. Closed 214 engineering issues in 2026 through October.

- Led team-based permissions for every customer account: wrote the approved RFC, then shipped schema, APIs, Temporal workflows, and admin UI in 11 days. A pre-launch bug bash I ran found 10 issues, including a privilege escalation bug.
- Dry-ran a 1,300-project access migration for a large utility customer against live data and caught 49 users the backfill would have locked out, before any change reached production.
- Built core backend pieces of Smart Project Builder, a publicly launched LLM planner (Feb 2026) that pilot utilities report cut rehab planning from 3–6 months to 3 weeks.
- Shipped approval-gated AI agent actions in Command Center, the platform's AI assistant, so customers can restore and bulk-update inspections in chat with a dry-run preview; covered by 64 automated tests and LLM evals.
- Analyzed 2,651 support tickets (22% not support work, 28% repeats) and redirected an AI chatbot project to the product gaps behind them; shipped self-serve fixes for 4 of the top 6 ticket categories in 2 weeks.
- Traced 5 customer-reported incidents to one cause, silent background job failures, and started a reliability initiative; built job status and stall detection on Temporal for video ingest and 3D rendering. Resolved a P1 ingestion incident in about 2 hours.
- Delivered pipe slope (inclination) measurement in 3 months, from C# truck hardware integration to cloud sync and PDF reports; built a Cityworks sync that unblocked a large city's onboarding and sales demo environments with a one-step path to a live account.

Senior Software Engineer **11/2023 – 02/2025**
Emcee Studios | New York, NY
Consumer social commerce startup.

- Led full stack development of the company's core product, a social commerce mobile app, from concept to launch.
- Built shopping and social features with metrics tracking and unit tests; improved load times and responsiveness with React Native performance work.

Software Engineer **04/2021 – 07/2023**
Figure Technologies | San Francisco, CA
Fintech lending company. Built dashboards, two-factor authentication, and notifications across multiple product lines; led the provenance.io website.

- Cut private-label dashboard release time by 80% by templating the development workflow.
- Consolidated several dashboards into one with role-specific experiences, reducing duplicated code.
- Shipped design system work tied to an 11% lift in customer retention; contributed accessible components to the shared library.

Freelance Software Engineer **12/2019 – 03/2021**
Self-employed | Remote

- Built marketing sites and Shopify storefronts (catalog, cart, checkout) for small businesses, owning scoping through delivery.

Software Engineer III **04/2019 – 11/2019**
PopSugar | San Francisco, CA

- Built custom ad campaigns and internal CMS tools for editors; reusable PHP templates cut campaign development time by 25%.

Software Engineer **05/2015 – 04/2019**
San Francisco International Airport | San Francisco, CA

- Led SFO Copilot, the airport's first native app, cutting incident response time by about 60% across airport operations.
- Led Ask SFO (NSF/US Ignite award, 2018) and the TaxiQ dispatcher portal (2017 Best of California; about $20K/year saved).
- Supervised engineers and external vendors; redesigned incident processes around ITIL, reducing incident overhead by 20%.

PROJECTS

Founder, adus.fyi **08/2023 – Present**

- Built and run a property data and planning platform for California accessory dwelling units, live on the web and the iOS App Store; own architecture, releases, and support, and model jurisdiction-specific permitting rules in code.

SKILLS

Languages: TypeScript, JavaScript, Python, C#, SQL, HTML, CSS, PHP
Frontend: React, Next.js, React Native, Redux, React Query, XState, Gatsby
Backend: Node.js, Fastify, Express, Temporal, GraphQL, REST APIs, Django, .NET
Data and Cloud: PostgreSQL, ClickHouse, Redis, Prisma, MongoDB, DynamoDB, AWS (S3, Lambda)
AI: LLM tool calling, AI agents, LLM evals, prompt validation
Testing and Tools: Jest, Vitest, Playwright, OpenTelemetry, LaunchDarkly, Mixpanel, Git, Shopify

EDUCATION

Bachelor of Science in Computer Science, Minor in Mathematics
San Francisco State University | San Francisco, CA