



Daniel Strabley
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My name is Daniel. I am an R&D Product Lead with heavy experience in Defense / First Responder / CBRN (Chemical, Biological, Radiological, Nuclear) Situational Awareness software design and hardware development for Windows, Android, Wearable, Unmanned and Manned Vehicle integrated technologies.

- Work Experience**
- R&D Product Lead - World Wide Technology - Dec 2019 – Present**
Currently serving as the R&D Product Lead for Worldwide Tactical Solutions focusing on various hardware and software prototypes with a heavy leaning focus in the US DoD space. Current projects involve real-time communications, machine learning, thermal integration and robotics.
 - Product Architect - World Wide Technology – 2018-2019**
Responsible for the creation of new software and hardware prototypes focusing on IoT and Sensor Integration while overseeing and directing the usability of currently deployed military applications.
 - UX Engineer / Front End Engineer - Asynchrony Labs – 2013-2018**
Responsible for the entire UX and product development for Asynchrony's Mobile Field Kit (MFK) Situational Awareness Software for the WMD (Weapons of Mass Destruction) community on Windows Desktop and Android Mobile environments. Traveled extensively supporting mission critical National Security Special Events (NSSEs) while training soldiers and gathering user research to help create a better product.
 - Senior Application Designer - TableXI – 2008-2013**
At Table XI I oversaw the creation and delivery of Creative / UI assets. Working in a both Ruby on Rails and PERL environments I developed fully semantic front-end code using the most up-to-date techniques while keeping in mind backwards compatibility for legacy browsers and corporate users. As Senior Designer I was instrumental in the UX / Design process for a variety of clients. Two notable projects of mine include a National Security Situational Awareness software suite for tracking all Tier-1 Hazardous Materials on Americas highways and being called into Google as UX consultant to assist with the design of their Creative Asset Manage System.

Senior Designer - closerlook - 2006 - 2008

At closerlook my role was Senior Designer and Developer of Interactive Projects – catering to the medical and pharmaceutical industry. Working with the technical team in an ASP.net / Moss SharePoint environment, I was tasked with developing and designing materials as well as creating a highly reusable code library for aging browsers. I was also the liaison between the Art Department and Tech Team, ensuing transparency between both groups.

Designer - Arthur Agency – 2004-2006

Visual designer for the agency on various mediums (Web / Print / and Broadcast) with a heavy focus on Identity Branding and Product / Package Design for Minor League Baseball and a number of popular wineries. I also served as technical lead, establishing protocols for on site and off site data storage and redundancy.

Education

Southern Illinois University, Carbondale - 2001 - 2005

BFA, Visual Communications, Art History

Top of 2005 graduating class with a thesis on Virtual Marketing in an Interactive Environment - Physical computing, sensor integration and IoT (pre-Arduino).

Awards

Value Engineering Achievement Award Department of Defense - Jul 2013

Through the Nuclear Threats Branch of the Defense Threat Reduction Agency (DTRA) on the Mobile Field Kit (MFK) at Asynchrony

Affiliations

Ambassador for the Intel Corporation

Selling IoT for the Intel Corporation

Gaming Systems for the Intel Corporation

NUC Form Factors for the Intel Corporation

Clearance

Secret - Active

Skills

Additive Manufacturing

Agile Methodologies

Front-end Development

Hardware Prototyping

Marketing

Precision Machining

Product Development / Management

Public Speaking

Software Design / Development

Story Writing / Kanban Management

Team Leading / Team Building

UX / UI Design

Wire-framing