

Danny Paton.

Senior Software Engineer, AI Products

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Senior software engineer with 9+ years building web applications, interactive experiences and SaaS products. Deep React and TypeScript experience, with hands-on work across applied AI, full-stack systems and engineering leadership.

01 Experience

Next League

2026

Senior Front End Developer

- Develop shared [NASCAR platform](#) components for live team sites including [Hyak Motorsports](#), [23XI Racing](#) and [Trackhouse](#), spanning schedules, results and series selection.
- Built the [History of Team USA](#) frontend: an interactive timeline, globe and historical exhibits, with responsive navigation, accessibility and analytics.
- Built [Heisman Hopefuls](#) season-aware pages, searchable player tables, editorial tools and ballot integration, with consent-aware analytics and end-to-end checks.
- Manage two junior developers, plan sprint requirements and develop reusable AI coding and review workflows.
- Built [Proof](#), an activation studio with published fan experiences and sponsor reports, and [Crosscheck](#), an AI copy-review tool that checks event facts against source quotes.

Outside The Box

2025 - 2026

Senior Front End Developer

- Led frontend development across Next.js, React and headless WordPress products, including custom ACF integrations, for [Boulevard](#) and [7shifts](#).
- Owned a self-serve golf-booking journey integrating Helcim payments, API-driven scheduling and Vercel Analytics.

BAM Digital

2025

Front End Developer

- Built an OpenAI-powered assistant for searching and summarizing Monday.com data, and automated workflows with n8n.
- Delivered interactive web experiences using React, Next.js, Electron and Three.js, including [The Beachlands](#).

The Thread / Shine PR

2023 - 2025

Engineering Manager

- Led delivery of a talent-management SaaS platform with Next.js, Tailwind and SQL; owned frontend architecture, planning and code reviews.
- Integrated scheduling APIs and a GPT-based support assistant.

02 Independent products

Ignition

3D racing game

Built a browser racer with 14 circuits, a Three.js driving engine, authoritative Node/WebSocket multiplayer and persistent progression.

listed.cards

AI collector tools

Built AI card identification, a pricing pipeline, inventory tools and public storefronts that keep private seller records separate.

ThingBound

AI adventure game

Turned photos of everyday objects into playable companions using AI vision and generated art, with a Phaser world and persistent Convex records.

Bashlings

Original card game

Created the card collection with a custom Python NFT/card-generation script using Replicate and OpenAI. Built shared combat rules and a server-controlled game economy.

03 Earlier experience

2021 - 2023

HFC Inc.

Lead Full-Stack Developer. Built React and Next.js products, marketplaces and wallet-connected applications with TypeScript, custom APIs and Solidity contracts.

2019 - 2021

Jam3 / now Monks

Senior Front End Developer. Led interactive frontend builds, including ComplexLand, a WebGL commerce and live-event experience, and mentored developers.

2019 - 2021

Meta / Facebook

Contingent Engineer. Built Facebook, Messenger and Oculus marketing experiences and reusable React and TypeScript components in a contingent role concurrent with Jam3.

2016 - 2017

Klick Health

Front End Developer. Built healthcare web applications with ASP.NET MVC, C#, JavaScript and TypeScript, with attention to accessibility and performance.

04 Technical expertise

Product engineering

TypeScript, React, Next.js, Astro, Node.js, REST APIs, SQL/PostgreSQL, Convex

Applied AI

OpenAI API, structured extraction, vision workflows, n8n, agent instructions and review workflows

Interactive development

Three.js, WebGL, WebSockets, responsive interfaces, accessibility, browser testing

Engineering workflow

Codex, Claude Code, Cursor, reusable agent guidance, code review, technical mentoring