DAN DEGEEST

Creative Technologist • Full Stack Developer • Artist • https://dandegeest.github.io/
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M.S. Human Computer Interaction, Iowa State University, 2025
B.S. Computer Science, Iowa State University, 1994

SUMMARY

Hybrid software engineer and creative technologist with deep experience across enterprise systems, generative AI, software development and interactive digital art. Specializes in defining and prototyping new experiences, integrating emerging technologies, and translating creative concepts into production-ready tools and workflows.

CORE STRENGTHS

Generative AI: Runway, Krea, Suno, MiniMax, Nano Banana, VEO, ChatGPT, ML5.js & more
Programmatic AI: Replicate, LangChain, LangServ, AWS Bedrock, RAG, Image OCR, Promptfoo
Development: Cursor, Colab, GitHub Copilot, Jupyter
Languages: Python, JavaScript, C#, C++, Java, Node.js, Flask
Visual: Processing, P5JS, Cinema 4D, AfterEffects, Canva, Davinci Resolve, Photoshop
UX: User-centered research, prototyping, usability testing, Dart, React
Cloud: AWS, GitHub CI/CD, GCP
Team: Agile/Scrum, Pair Programming, Onsite/Remote/Hybrid collaboration

EXPERIENCE

Senior Software Consultant – Source Allies
Remote/Hybrid • July 2025 – Present

- Completed AWS Rapid AI Assessments evaluating Nova LLM/OCR and LLM/RAG solutions built with Python, Bedrock, LangChain, Titan Embeddings, Tesseract, and custom tooling.
- Contributed as a consultant engineer on an enterprise agentic-AI dealer/sales support system using A2A, Python, Promptfoo, and custom MCP tools.

Masters in Human Computer Interaction – Iowa State University
Remote/Hybrid • Aug 2023 – May 2025

- Major Focus: User centered design, user research, human factors and problem definition
- Secondary Focus: Creative technology, visual culture, data visualization, generative AI, interactive installations
- Capstone: Built a GPT-powered media workflow that helped civic and sustainability stakeholders communicate complex Waste-to-Energy infrastructure changes through simple, accessible generative-AI video creation.

Principal Software Engineer – DFIN
Remote/Hybrid • Mar 2021 – Jul 2023

- Led microservice development in Java/SpringBoot for SEC SaaS platform
- Mentored junior developers across time zones
- Collaborated with SMEs, UX, and marketing to define and deliver new features

Senior Software Engineer – Iowa DOT
Ames, IA • Jun 2020 – Mar 2021

- Developed Azure-based ETL tools using Task Parallel Library (TPL) and PLINQ
- Modernized development workflows with GitHub and Azure pipelines
- Created and documented REST APIs; mentored staff on best practices

Staff Software Engineer – Workiva
 Ames, IA • 2009 – 2020

- Founding member of the R&D team behind Workiva's cloud-native SEC compliance platform
- Designed and implemented an SDUI framework powering 350+ SEC form type filings.
- Developed scalable backend services in Python on Google App Engine and rich client-side interfaces in FLEX, Dart, and React
- Partnered with product, UX, and compliance teams to ensure usability, accuracy, and maintainability

HIGHLIGHTED PRIOR EXPERIENCE

Senior Software Engineer – Pioneer Hi-Bred, Johnston, IA *(2003–2006)*
Built custom data visualizations and applications in collaboration with genetic researchers, increasing insight and reducing time spent on physical field trials.

Senior Software Engineer – iMed Studios, Ames, IA *(2006–2009)*
Developed interactive digital marketing tools and visualizations for pharmaceutical campaigns working closely with medical and sales professionals.

Senior Game Developer – Engineering Animation, Ames, IA *(1996–1999)*
Created 2D graphics engines and a custom scripting system for interactive games, including *Disney/Pixar's A Bug's Life*.

Other roles: Microsoft/WebTV, Rockwell-Collins, Snap2, Palisade Systems, Monsanto (available upon request)