Daniel Strabley

312-480-1221
strabley@gmail.com
www.danielstrabley.com
www.linkedin.com/in/strabley

Profile

With 17 years of experience in the technology industry, I am a highly skilled engineer, designer, and product manager with a track record of creating innovative products and prototypes, particularly in the areas of IoT and sensor integration. My expertise in hardware prototyping, software design, UX/UI design, and agile methodologies has allowed me to consistently exceed performance and budget goals, contributing significantly to company growth and expansion. I am known for my natural aptitude for unique product architecture and am skilled at achieving maximum operational efficiency with minimal resource expenditure. My ability to deliver superior results in these areas is supported by my strong conceptual skills, excellent communication abilities, and comprehensive understanding of business, project management, and resource management.

Professional Experience

World Wide Technology, St. Louis, Missouri - December 2019 to Present
Research & Development Product Lead, Tactical Solutions
- R&D Product Lead focusing on a constellation of hardware and software prototypes, particularly in the US DoD space. Current projects encompass real-time communications, machine learning, thermal integration and robotics.
- Driving force behind the Nightcrawler series of unmanned ground vehicles and the Launchable CBRN Sensor Project, both created for United States Special Forces (USSOCOM).
- Preeminent creator of both the concepts from concept creation to final manufacturing
- Directed vision and strategy for all R&D projects
- Hundreds of in field hours with operators gathering feedback and research to provide continuous improvement for all R&D projects

World Wide Technology, St. Louis, Missouri - 2018 to 2019
Product Architect - Mobile Field Kit (MFK-CBRN)
- Composed new software and hardware prototypes focusing on IoT and Sensor Integration.
- Presided over and assessed the usability of currently deployed military applications.
- Lead team in field research with operators to ensure the usability of actively deployed software for thick client and mobile platforms.

World Wide Technology, St. Louis, Missouri - 2013 to 2018
UX Engineer / Front-End Engineer - Mobile Field Kit (MFK-CBRN)
- Administered and choreographed 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, including aggressive ATAK mobile development.
- Traveled extensively supporting mission critical National Security Special Events (NSSEs) while training soldiers and gathering user research to help create a better product.
- Chaired the team on the UX and Architecture of the Mobile Field Kit
- Developed an Agile workflow to dramatically improve processes between UX, Development and QA
- Became a government system of record and deployed it to 57 CST teams nationwide.

- Invested months in the field instructing teams directly on user research and training.
- Participated in dozens of NSSEs, including Presidential Inaugurations.

TableXI, Chicago, IL - 2008 to 2013
Senior Application Designer
- Charted the creation and delivery of Creative / UI assets.
- Directed client research in Agile exploration sessions.
- In Ruby on Rails and PERL environments, engineered fully semantic front-end code utilizing the most innovative techniques while retaining backwards compatibility for legacy browsers and corporate users.
- Designed and developed National Security Situational Awareness software suite for tracking all Tier-1 Hazardous Materials on Americas highways.
- Invited into Google as UX consultant to collaborate on the design of their Creative Asset Manage System.

Previous Experience

closerlook, Chicago, IL - 2006 to 2008 | SENIOR DESIGNER
Arthur Agency, Carbondale, IL - 2004 to 2006 | DESIGNER

Education and Credentials

Bachelor of Arts (B.A.) in Visual Communications, Art History, 2005
Southern Illinois University, Carbondale, IL
- Top of 2005 graduating class
- Thesis: Virtual Marketing in an Interactive Environment - Physical computing, sensor integration and IoT (pre-Arduino).

Awards and Honors

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

Professional 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 Level

Secret - Active

Additional Skills

- Additive Manufacturing
- Agile Methodologies
- Front-end Development
- Hardware Prototyping
- Marketing
- Precision Machining
- Product Development / Management
- Public Speaking
- Software Design

- Story Writing / Kanban Management
- Team Leading / Team Building
- User Research
- UX / UI Design
- Wire-framing