

Daniel Kass

Code, design, and advocacy

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My work supports social justice movements through data & technology. I design and build tools that make institutions more accessible, investigate social and technical systems, and tell critical stories through digital media. I'm passionate about participatory design methods and driven by justice and empathy. Throughout my career in studios, start-ups, and non-profits, I've collaborated on highly accomplished teams and value active listening, creativity, and dedication.

Education

Tufts University, 2013
B.S. Computer Science
Minor in Multimedia Arts & Design

ELISAVA School of Design, 2012
Design & Visual Communication

Skillset

Full-stack Web Development
Participatory Design Facilitation
Data Visualization & Mapping
Data Science & Analysis
Product Management & Strategy
User Research & Experience Design
Team Building & Leadership

Technical Skillset

HTML5 / CSS3	D3.js / p5.js
Sass / SCSS	Python / Django
JavaScript ES6	TypeScript
Node.js / Express	PostgreSQL
ReactJS / Redux	AWS / Heroku
Leaflet / MapboxGL	Webpack

Recognition

Forbes 30 Under 30, Law & Policy
NYC Open Data Advisory Council
Housing Data Coalition Leader
Legal Services Corp. Emerging Leader
World Justice Challenge Finalist
NYC BigApps Grand Prize

Professional Experience

Co-founder & Executive Director, JustFix.nyc
New York City, 9/2015 – 12/2019

JustFix.nyc is a tech nonprofit that supports tenants and organizers fighting displacement in NYC. Originally a passion project, I engineered our initial platform, established community partnerships, developed our mission & theory of change, and grew the organization to a team of 10 with a \$1m+ yearly budget.

Engineering Fellow, Blue Ridge Labs
New York City, 6/2015 – 8/2015

An intensive program dedicated to researching and designing new services for working class New Yorkers. I worked on a team to conduct user research, community outreach, and prototyping strategies.

Tech Lead & Senior Developer, Layerframe Studios
New York City, 11/2013 – 12/2015

Led conceptualization, testing, and engineering of digital experiences for our principal client, Spotify. I managed a dev team, worked with clients, researched new technologies, and established workflows.

Selected Projects

Who Owns What? whoownswhat.nyc

This tool exposes LLC shell company networks and provides easy access to building data for tenants, organizers, journalists, & policymakers. Designed and engineered with PostgreSQL, Python, Node.js, and React.

Localore: Finding America localore.org

Working with the Assoc. of Independents in Radio and NPR, this digital storytelling platform hosts the work of embedded journalists and local producers across the country. Aggregates hundreds of social media feeds across platforms. Built using HTML5, SASS, vanilla JS, and a Python CMS.

Spotify Character Match sites

Aligned with major media events like Star Wars, these sites analyzed your Spotify listening habits to find a match. Featured pixel perfect front-end and custom SVG / video animations. Full-stack JS development (Node.js / ReactJS) with 7m+ global visitors.