

Daniel Boggs

Salesforce Developer / Software Engineer

Location

Los Angeles, CA

Contact

Available Upon Request

Website

danielboggs.io

LinkedIn

linkedin.com/in/boggsdaniel

About Me

I am an enthusiastic and hardworking Software Engineer / Salesforce Developer with 5+ years overall experience in the industry looking to work at a company with likeminded colleagues delivering the right solution in a timely manner to stakeholders.

I have experience with frontend and backend web app development with languages including, but not limited to, HTML, CSS/SASS, JavaScript, React JS, PHP, JSP, Java, and Spring.

I also have experience developing on the Salesforce platform from most all forms of declarative development that the Salesforce platform offers, to the programmatic with Apex Classes / Triggers, Visualforce, SOQL as well as experience building Lightning Web Components utilizing the Lightning Design System framework.

Employment History

Salesforce Developer / Architect – BendPak (9.2024 > Present)

- Collaborate with business stakeholders and analysts to gather project requirements, identify business needs, and recommend efficient, best-practice solutions for timely implementation.
- Perform hands-on development and upkeep of Salesforce components, including Visualforce, Lightning Web Components, and Apex.
- Execute declarative administration and development tasks within the Salesforce platform.

Software Engineer – Boggs IO [Freelance] (6.2023 > Present)

- Partner with clients to assess, draft/review business needs & use cases, and scope out timeline for projects.
- Deliver quality frontend/backend solutions in a timely manner especially with regarding the planned developmental timeline and update any documentation that may be necessary for the internal team.
- Core Technologies include but not limited to: HTML, CSS, JS, React JS, PHP, Wordpress, and Salesforce.

Salesforce Engineer – Kayne Anderson Cap. (9.2022 > 6.2023)

- Work with business users and analysts to understand project requirements, and propose best practice solutions to be implemented in a timely manner.
- Hands on development and maintenance of various components of Salesforce implementation - core Visualforce, Lightning Web Components, and Apex.
- Declarative Admin / Development functions on the Salesforce & supporting platforms.

Software Engineer – Sunbasket (4.2021 > 7.2022)

- Work with stakeholders to determine technical implications of specific requests and write out technical specifications based off the product spec.
- Deliver quality frontend/backend solutions in a timely manner especially with regarding the planned developmental timeline.
- Create unit tests that will cover all use-cases.

Salesforce Admin/Developer – Sunbasket (1.2019 > 4.2021)

- Designing, coding, and implementing Salesforce & cross-platform applications through various declarative development as well as programmatic through the means of Apex classes, triggers, and webhooks/APIs.
- Oversee the design/maintenance various assigned contact center systems/tools to enhance Sunbasket customer service.
- Provide real-time troubleshooting assistance to CS team members and partner with external vendors for our various customer facing integrations.

Education

Milpitas High School (2002 > 2006)

Focus: General Education

Certifications

Salesforce Administrator (3.2019 > present)

Salesforce Platform App Builder (3.2019 > 1.2022)

Skills

Web Development

Languages: HTML, CSS/SASS, JavaScript, Bootstrap, JSP, PHP, Java, Spring, and MySQL

AWS: CloudFront, CloudWatch, Connect, EC2, EBS, IAM, RDS, Route 53, S3, and Secrets

Salesforce Development

Declarative: User Setup, Profiles, Permission Sets, Sharing Rules, Assignment Rules, Workflow Rules, Process Builder, Flow, Einstein Bots, Lightning App Configuration, Creating / Modifying Objects, Object/App/Page UI, Reports/Dashboards, and Formulas

Programmatic: Apex Classes/Triggers, SOQL, Lightning Web Components, Lightning Design System, and Visualforce