

Dennis Hu | Software Engineer

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[LinkedIn](#)

[Github](#)

[Portfolio](#)

SKILLS

JavaScript, TypeScript, React, Redux, HTML5, CSS3, SCSS, Ruby, Ruby on Rails, Git, SQL, PostgreSQL, SQLite3, MongoDB, AWS, jQuery, Webpack, Node.js, Express.js, D3.js, Paper.js, Java, Heroku, WordPress CMS, Bootstrap, Figma

RECENT PROJECTS

Crinkles & Mona (Node.js, Express.js, Gatsby.js, Square API) — *Current Project*
An E-commerce site for purchasing your favorite cookies from Crinkles & Mona.

- Incorporated WordPress CMS to create an intuitive administrative panel to access features such as updating cookie inventory, managing orders, and sending auto-generated newsletters.

Hu'sflix (Ruby, Rails, PostgreSQL, Javascript, React.js, Redux, HTML5, Webpack, AWS, Heroku, CSS3)
A single-page Netflix clone where users can watch films that I've had a hand in.

[Live Site](#) | [Github](#)

- Improved scalability and created a DRY codebase by refactoring the back end to utilize polymorphic associations.
- Developed a custom video player using JavaScript Es6 and HTML5 video manipulation to create an interactive viewing experience, allowing users to manipulate videos by updating the frontend state for effect volume, time, and fullscreen.

Sketchy Magic (Vanilla JavaScript, Paper.js, HTML5, CSS3, Canvas)

[Live Site](#) | [Github](#)

A top-down tower defense game that uses a custom shape detection algorithm to allow the player to attack incoming bandits.

- Leveraged Paper.js to add event-triggers for mouse down, mouse move, and mouse up to detect player input (drawn vector objects) and to enhance vector calculation through its vector geometry API.
- Devised a shape detection algorithm that identified purposeful and accidental vectors so that the game could match the vector shape to one of the game's recognized shapes (lines, triangles) within a margin of error.

EXPERIENCE

Software Engineer, Web

Asian Cinevision, Feb 2020 – present

- Consolidated data from previous festival years by restructuring the company WordPress as a database for all previous film entries and events and maintained searchability through the use of custom post types and taxonomies.
- Designed and delivered a seamless film festival website by overseeing the transition to a front end using the Next.js framework, accessing their WordPress database through REST API, and having all e-commerce features utilize Elevent's API.

Software Engineer Technical Assistant

App Academy, Aug 2019 – Jan 2020

- Ensured a seamless working environment for 80+ students by fielding computer programming related questions on a dedicated Slack channel, covering topics such as HTML DOM manipulation, vanilla JavaScript, D3.js, OOP, and algorithms.

Sound Editor & Re-recording Mixer

Independent Contractor, Aug 2011 – Mar 2019

- Supervised teams of 3 – 6 direct reports, negotiated project timelines with clients, and organized project timelines for both client in-house and contracted talent.
- Prevented delays in over 200+ projects through consistent delivery of digital assets and by enforcing post-production workflow guidelines, fostering collaboration with several post-production studios, such as Final Frame.

EDUCATION

App Academy - Immersive software development course with a focus on full stack web development (Spring 2019)

New York University - BFA - Film & Television - Minor - Computer Science (Spring 2013)