

DENIS MOLLOY

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Front End Developer

Expert at conceptualizing, planning, and applying information to accomplish all goals. Innately cultivates relationships at all internal and external levels. Thrives in environments where “wearing multiple hats” is the norm while ensuring technical requirements and product prerequisites are attained. Exceptional ability to manage and communicate effectively in a manner that encourages teams to exceed expectations and create high-quality user experiences.

TECHNICAL SKILLS

Languages: HTML5, CSS3, JavaScript, SQL

Frameworks/Libraries/Platforms: Bootstrap, Materialize, Sass, jQuery, Handlebars, EJS, Node, NPM, Express, React, Vue, Angular, Redux, AWS

Databases: Firebase, MySQL, MongoDB, DynamoDB

EDUCATION

University of North Carolina at Chapel Hill, Chapel Hill, NC

2017

The Coding Bootcamp at UNC-Chapel Hill: Full Stack Web Development

An intensive 24-week program dedicated to designing and building full-stack web applications.

University of St. Thomas, St. Paul, MN

1997 - 2001

B.A. Quantitative Methods and Computer Science

APPLICATIONS BUILT

Urban Array

Role: Software Engineer

Description: Urban Array is an open source, distributed, and collaborative social enterprise and community development organization with the goal of delivering socially responsible products and services developed by and for under-served communities. The main tool being developed by Urban Array to accomplish these goals is the Social Enterprise Asset Management (SEAM) application. The SEAM app is a suite of project management, resource management, education, analytics, and engagement tools built in React. My role is helping to implement and test new features front-end features and functionality on the platform.

Technologies used: React, JavaScript, SCSS, Bootstrap, Node, NPM, Express, RESTful APIs, MongoDB, Blockchain

Blockchain-Explorer

Role: Full-Stack Developer

Description: Blockchain-Explorer is a full-stack app that teaches the user how blockchain technology works. It allows the user to create a network of nodes, with each node housing an instance of the blockchain data structure along with all of the routes needed to connect nodes to the network, create transactions, mine blocks (complete with Proof of Work) and broadcast them to the network, use a Consensus Algorithm to verify chain validity, and search the node for blocks, transactions, or node data. I built the frontend with the thought of it being an educational tool, so those interested can be guided through the process of working with a blockchain while being informed how a blockchain works at the code level.

Technologies used: HTML, CSS, Materialize, JavaScript, jQuery, Node, Express, NPM, RESTful APIs

APPLICATIONS BUILT (CONTINUED)

Crewify

Role: Lead Front-End Engineer

Description: Crewify is a crew management platform built using the MERN stack (MongoDB, Express, React, and Node). As the Lead Front End Developer, I designed and implemented portals for both management and crews. Managers can create crews and jobs using dynamically populated lists, as well as search jobs to review status and completion data. A mobile-first interface was designed for crews, so that they can quickly access their list of jobs for the day, use dynamically created navigation and telephone links on their mobile device, view customer information, enter job notes/completion time, and mark jobs as complete.

Technologies used: React, JavaScript, CSS, Bootstrap, Node, Express, NPM, RESTful APIs, MongoDB

PROFESSIONAL EXPERIENCE

TRILOGY EDUCATION SERVICES, Seattle, WA

12/2017 to Present

Senior Web Development Tutor (Remote)

Tutor a roster of over 30 students taking part in Full Stack Web Development Coding Boot Camps at leading universities throughout the US. Coach students and help unlock their potential in languages and technologies such as HTML, CSS, Bootstrap, JavaScript, jQuery, Node, Express, React, Handlebars, MongoDB, Firebase, and SQL.

TOPICS ENTERTAINMENT, Renton, WA

11/2014 to 10/2016

Product Manager

Oversaw language-learning product lines; executed all aspects of product development, production, quality assurance, e-commerce sales, and customer service. Interfaced with offshore software developers to ensure product vision, software stability, and delivery deadlines. Collaborated with replication and printing vendors, finding efficiencies while ensuring inventory forecasts met needs of salespeople and business requirements.

- Spearheaded development of retail Instant Immersion language learning product lines which shipped over 50k units in 2015 – 16, accounting for 43% of company's gross revenue.
- Overhauled TOPICS presence on Amazon in 3 months, streamlining active product catalog from nearly 3K titles (including legacy titles) to 894, enriching detail pages for marquee titles, and increasing weekly sales on newer product lines by 235%.
- Increased First Contact Resolution (FCR) rate on customer service emails by 40% through revised standards and procedures, and product implementations.

MILL CREEK ENTERTAINMENT, Minnetonka, MN

11/2012 to 9/2014

Director, Product Development

Managed development and quality assurance of over 600 physical retail products. Served as point-of-contact for 42 licensors, vendors, and Mill Creek. Strengthened relationships with business stakeholders, garnered assets and approvals from licensing partners on art and video product components.

- Executed product development roadmap for over 605 unique releases across 1455 newly authored DVDs and Blu-rays, ensuring on-time and on-budget delivery of all product components.
- Collaborated with cross-functional teams (product development, sales, marketing, operations, and external vendors) and partner stakeholders, identifying opportunities and efficiencies for continued process improvement and business growth.