DENIS MOLLOY

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FRONT-END ENGINEER

Front-End Engineer with a penchant for engaging user experiences. An 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, Python
Frameworks/Libraries: Bootstrap, Materialize, Sass, jQuery, Handlebars, EJS, Node, NPM, Express, React, Vue, Angular, Redux
Databases: Firebase, MySQL, MongoDB

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

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

WeatherRedux
Role: Full Stack Developer
Description: WeatherRedux is a highly-visual weather app that displays five-day weather forecasts for your favorite cities. When you search for a city, the fetchWeather action makes an API call to openweathermap.org API via axios and then passes the request promise to the reducer. The redux-promise NPM package in the reducer pulls the weather data from the promise and updates the state with the new data. This info is then passed to the WeatherList container and the necessary location data is extracted in order to display the map for each city (via the Google Maps API in the google_map.js component) along with the upcoming weather data that is passed down to the chart.js component where temperature, pressure, and humidity charts are generated using the Sparklines NPM package.
Technologies used: HTML, CSS, Bootstrap, JavaScript, React, Redux, Node, Express, NPM, OpenWeatherMap API, Google Maps API, Webpack

APPLICATIONS BUILT (CONTINUED)

FriendFinder

Role: Front-End Engineer

Description: FriendFinder is a full stack web app that connects users with a new best friend. The front end is styled using the Materialize CSS library. The user is asked to answer 10 questions, the form is validated, an AJAX request is sent to an API on the back end which sends back data from stored users, and the current user's score is compared to each of the saved user's data using an algorithm I created. The stored user with the closest absolute score to the current user is shown as the new best friend via a modal.

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

PROFESSIONAL EXPERIENCE

TRILOGY EDUCATION SERVICES, Seattle, WA   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   2014 to 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   2012 to 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.
- Revitalized and enhanced quality control for all products through timely communication with contractors and vendors, as well as concise reporting, resulting in zero defects.