

DENIS MOLLOY, CSM

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FULL-STACK WEB DEVELOPER

Driven Certified Full-Stack Web Developer who is 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” are 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: Bootstrap, Materialize, jQuery, Handlebars.js, React.js, Node.js, Express.js, Mongoose, Sequelize

Databases: Firebase, MySQL, MongoDB

Version Control: GitHub

EDUCATION

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

June 2017 - December 2017

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

An intensive 24-week boot camp dedicated to designing and building full-stack web applications. Skills learned included Git, GitHub, HTML5, CSS3, JavaScript (ES2015), jQuery, Bootstrap, Firebase, Node.js, MySQL, MongoDB, Express.js, Handlebars.js, React.js, API development and integration.

University of St. Thomas, St. Paul, MN

September 1997 - July 2001

B.A. Quantitative Methods and Computer Science

Professional Certification: Certified ScrumMaster (CSM) - Scrum Alliance

March 2017

APPLICATIONS BUILT

Crewify

Role: Front End Lead Developer

Description: Crewify is a full-stack crew management platform built using the MERN stack (MongoDB, Express.js, React.js, and Node.js). It features portals for both management and crews: Managers can create crews and jobs, as well as search jobs to review status and completion data, while a mobile-first interface was designed for crews, so that they can quickly access dynamically created navigation and telephone links, enter job notes/completion time, and mark jobs as complete.

Technologies used: HTML, CSS, Bootstrap, JavaScript (ES2015), React.js, Node.js, NPM, Express.js, MongoDB, GitHub

Fandemonium

Role: UX Lead/Developer

Description: Fandemonium is the ultimate resource for live music lovers. A single-page app that allows users to find all upcoming events and information on their favorite artists. After searching for an artists, the artist is saved in Firebase for quick-access searches, calls are made to the MusicGraph and BandsInTown APIs and the JSON data returned is parsed in order to display all of the artist's social media links, and upcoming concert dates info via a map (using Mapbox) and table that includes links to buying tickets.

Technologies used: HTML, CSS, Bootstrap, JavaScript, Firebase

APPLICATIONS BUILT (CONTINUED)

FriendFinder

Role: Full-Stack Developer

Description: FriendFinder is a full-stack site that connects you with your new best friend! The user is asked to answer personality questions, their answers are compared to saved profiles, and they are presented with their new friend.

Technologies used: HTML, CSS, Materialize, JavaScript, jQuery, Node.js, Express.js

PROFESSIONAL EXPERIENCE

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, Golden Valley, 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.

GAMEMILL ENTERTAINMENT, Edina, MN

2009 to 2012

Production Manager

Supervised development and quality assurance of 56 studio software titles throughout the software development life cycle.

- Interfaced daily with external developers, delivering 48 titles (56 SKUs) across 6 platforms, and averaging 10 video games released per year.
- Instituted GameMill's Quality Assurance department; recruited, trained, and managed company QA staff and external partners, ensuring retail commitments were met.
- Coordinated, planned, and executed marketing campaigns at events such as Country Music Awards, Academy of Country Music Awards, GameStop and Best Buy manager conferences.