DENIS MOLLOY

denis.molloy@gmail.com   206-516-9335   Seattle, WA
www.linkedin.com/in/denismolloy   www.denismolloy.com   https://github.com/D-Molloy

FULL-STACK WEB DEVELOPER

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" 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: Sass, Bootstrap, Materialize, jQuery, Handlebars, EJS, Node, NPM, Express, React, Vue, Angular
Databases: Firebase, MySQL, MongoDB

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 program 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, AJAX, RESTful APIs, Collaborative Development, and Project Management

University of St. Thomas, St. Paul, MN   September 1997 - July 2001
B.A. Quantitative Methods and Computer Science

APPLICATIONS BUILT

Crewify
Role: Lead Frontend Developer
Description: Crewify is a full-stack crew management platform built using the MERN stack (MongoDB, Express.js, React, and Node). As the Lead Frontend 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 (ES2015), React, Node, Express, axios, RESTful APIs, MongoDB

IrelandUpdate
Role: Full-Stack Developer
Description: IrelandUpdate is a new aggregator that scrapes articles and links from four Irish news sites. The app uses Handlebars for templating via the Express server. Axios GET requests scrape the site using the cheerio NPM package and article data is inserted into a MongoDB collection. The API is then called to retrieve article JSON data from the DB, and jQuery is used to populate a collapsing table.
Technologies used: HTML, CSS, Materialize, JavaScript, jQuery, Node.js, Express.js, MongoDB, axios, mongoose, cheerio

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 10 questions, the form is validated, an AJAX request sent to an API sends back data from other 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 their new best friend.

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