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Dillon Lundell

Software Engineer

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Technical skills

Strong: Javascript - React - Node.js - Express - Knex - Git - Webpack - SQL - HTML - Mocha - CSS - Twilio - ES6 - Logic Pro

Experienced: Angular - MongoDB - Mithril - Docker - Redux - Passport - Sass - React-router - Socket.io - Bcrypt - Grunt - Gulp

Projects

Uh Oh - Currently unreleased

Full Stack | Project Manager | 2017

A mobile app for both ios and android accompanied with a landing webpage. Currently have a NDA with client.

- Implemented a complete backend to handle both website and mobile app requests using Node, Psq and Knex.
- Assisted in creating a complete mobile application using Nativescript, Xcode and Android Studios.
- Developed a complex notification algorithm for notifying users via email and sms with Nodemailer and Twilio.
- Set up both a productive development environment as well as a production grade build with Webpack.
- Initiated testing for the website using Karma, Mocha, PhantomJs and Istanbul.
- Assisted in building the website with React and React Router.
- Styled entire website using a wordpress document provided by the client's graphic designer as reference.

Set the Mood - <http://setthemood.herokuapp.com/>

Sole Developer | 2016

An online web application for setting the mood with a significant other.

- Built entire front end in vanilla Javascript to deepen my understanding of the DOM and front end frameworks.
- Utilized PassportJs to authenticate users and gain access to a user's Spotify playlists.
- Set up communication with Youtube and Spotify Api's via Node.

The RockShop - <http://scissorspaperrock.herokuapp.com>

Full Stack | Scrum Master | 2016

An online multiplayer game of rock, paper, scissors that allows users to log in via facebook, chat and view statistics.

- Implemented client side facebook authentication using Facebook SDK integration.
- Manipulated and displayed data from Facebook's Graph Api using React and React-Router.
- Utilized SQL, Knex and Express to store profile images in a database and display while users are in a game.

Drink Local - <https://github.com/striking-lunatics/buzzFinder>

Full Stack | Scrum Master | 2016

An online web application used to locate and view breweries by city or current location.

- Implemented local authentication with React, Knex, Express and SQL to save user information.
- Resolved numerous merge conflicts and held team members to a high standard of Git workflow.
- Created a loading animation using CSS and Sass as well as styled the site for a clean user experience.

Experience

Freelance software engineer

Full Stack mobile and web developer | 2017

- Use agile development to meet deadlines and reach project goals.
- Maintain strong communication with client to provide outstanding service.
- Quickly learn new technologies to meet client needs.

Hack Reactor (Formerly Makersquare)

Fellow/Hacker in Residence | 2016

- Instructed a month long prep course bringing students from a basic to intermediate understanding of Javascript.
- Provided students with support by manning a helpdesk and conducting one on one tutoring sessions.
- Conducted 40 plus technical interviews with school applicants over functional programming concepts.

U.S. Forest Service

Wildland Firefighter | 2012 - 2014

- Maintained strong communication with fellow crew members during extremely stressful situations.
- Suppressed over 15 type 1 wildfires on an elite hotshot crew throughout the western United States.

Education

Personal

Hack Reactor (formerly MakerSquare) Austin, TX | 2016

Advanced Software Engineering Immersive

Texas State University

San Marcos, TX | 2014

Marketing

I once escaped the jaws of a grizzly by diving into an old Volkswagen bus. I'm a music making machine. I'm still stuck in the rabbit hole of learning more about the more that I don't know.

