

# Danny Peng

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## SKILLS

JavaScript, React.js, Redux.js, Ruby on Rails, Express.js, Node.js, PostgreSQL, MongoDB, NoSQL, HTML5, CSS3, REST, TDD, RSpec, Capybara, Git

## WORK SAMPLES

### Apertr | Solo Project

[Live Site](#) | [Github](#)

*Photo-hosting site inspired by Flickr, built using Ruby on Rails/PostgreSQL backend and React/Redux frontend.*

- Built a secured authentication system that hashes submitted passwords using BCrypt encryption to protect user login credentials.
- Implemented an easy-to-use image uploading interface that safely stores user photos in AWS S3 through Paperclip and secured by Figaro on a Rails backend.
- Utilized React/Redux's unidirectional architecture and state manipulation of the DOM to design a feature for adding/removing photos instantly when creating or updating albums.
- Integrated comments and tags features on each photo's page that takes advantage of React's diffing algorithm and SPA capabilities by updating the respective components in response to user inputs and interactions without refreshing the page.
- Enabled a search bar that queries for photos based on the existence of photo tags between each photo and the searched tag word.

### Tap Tap Revolution | Solo Project

[Live Site](#) | [Github](#)

*Take on the popular Dance Dance Revolution arcade game using pure Javascript and HTML5 Canvas.*

- Created a dynamic interface through HTML5 Canvas where dynamic arrows rendered as sprites smoothly move up the canvas towards the static arrows to create the original game's visuals and feel.
- Simulated the game registering successful "taps" by using event listeners and collision detection between dynamic and static arrows.
- Designed algorithms to keep track of streaks of consecutive "taps" and a points system that rewards more points as the streak increases to certain thresholds.
- Built pause, restart, and mute/unmute features using JavaScript, pointers, and logic to allow players flexibility during gameplay.

### OverMatch | Group Project

[Live Site](#) | [Github](#)

*Matchmaking app for the popular game Overwatch built on the MERN stack with OAuth login.*

- Integrated OAuth 2.0 using Passport.js and Bnet's passport strategy that allows users to securely log in with their existing credentials.
- Programmed automation that extracts Overwatch's unique identifier from the OAuth response to pull information relevant to the app's matchmaking algorithm from 3<sup>rd</sup> party API sources.
- Leveraged MongoDB's NoSQL structure to flexibly store each user's unique information as JSON objects that allow for easy lookup/update.

## EXPERIENCE

### VIEWSONIC US (2013 – 2017)

*Pricing Analyst / 2016 - 2017*

- Worked with multiple teams/levels of leadership across the company to research, analyze, and process pricing for business opportunities of varying complexity.
- Prioritized external and internal pricing inquiries within a fast-paced environment of juggling hourly commercial bid demands and managing internal changing dynamics to manage the B2B portion of annual revenues in excess of \$200M.
- Helped lead the design and functions of the Salesforce-based bid desk platform that better streamlined efficiency and automation processes from both sales and admin sides.

*Sales & Marketing Operations Administrator / 2015 - 2016*

- Processed pricing requests while considering factors such as competition, customer vertical, opportunity rollout schedule, current/future inventory, product roadmap, and bottom line costs to help support a weekly pipeline of approximately \$5M in product shipped.

*Inside Sales / 2013 - 2015*

- Provided excellent customer relationship management for assigned SMB's, using Salesforce.com to track and optimize account growth.
- Won the inaugural Transformational Award from sales management for our geo team's efforts in growing the region by over 200% YOY.

## EDUCATION

### App Academy (graduated 2018)

Immersive full stack computer programming school with <3% acceptance rate and 1000+ hours of programming.

### University California @ San Diego (graduated 2011)

BA - Communication