

Dennis Hu

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[LinkedIn](#)

[Github](#)

[Portfolio](#)

SKILLS Ruby, Ruby on Rails, JavaScript, jQuery, React.js, Redux, Git, HTML5, CSS3, SQL, PostgreSQL, SQLite3, AWS, Paper.js

PROJECTS

Hu'sflix (Ruby, Rails, PostgreSQL, Javascript, React.js, Redux, HTML5, Webpack, AWS, Heroku, CSS3)

[Live Site](#) |

[Github](#)

A single-page Netflix clone where users can watch videos that have been organized by genre.

- Developed a custom video player using JavaScript and HTML5 video manipulation to create an interactive viewing experience, allowing users to manipulate videos by updating the frontend state for effect volume, time, and fullscreen.
- Incorporated AWS S3 into the Rails backend to store video and image assets to keep loading times consistent in production and provide a viewing experience without unexpected pauses or slow buffering speeds.
- Designed a custom user authentication error handling that checks whether or not the username or password input fields in the frontend are valid while also checking if the user and password combination exists in the database.

Sketchy Magic (JavaScript, Paper.js, HTML5, CSS3)

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

A top-down tower defense game that focuses on casting spells by drawing different shapes to knock out incoming bandits.

- Leveraged Paper.js to add event-triggers for mouse down, mouse move, and mouse up to detect player input (drawn vector objects) and to enhance vector calculation through its vector geometry API.
- Developed a shape detection algorithm that takes in a hand-drawn vector object from the player and converts it to one of the game's recognized shapes (lines, triangles) using angle and vector calculations within a margin of error.
- Formulated layers of gaming complexity by introducing increasingly difficult enemy amounts.

EXPERIENCE

Sound Editor & Re-recording Mixer

Independent Contractor, Aug 2011 – Mar 2019

- Supervised and collaborated with teams (3 – 6 direct reports) on 2 - 3 mo. projects for large clients including Netflix and PBS.
- Enforced post-production workflow specifications to prevent delays, ensuring consistent delivery of audio and video assets.
- Acquired partnerships with several post-production studios, such as Final Frame, to foster collaboration on projects and stimulate client growth on both sides.

Adjunct Professor

Pratt Institute - School of Design, Sept 2017 – May 2018

- Mentored 20 undergraduates in the study of audio in film and the use of the audio editing softwares ProTools and Audacity and recording techniques.
- Standardized the Digital Arts department's working facilities by upgrading its audio editing software and audio recording equipment to match industry standards.

Founding Partner & Post-Production Supervisor

8-Player Pictures LLC, Jan 2013 – Jan 2019

- Partnered with filmmakers and founded a production company that focused on branded content and story-driven narratives.
- Oversaw the development and deployment of the company website and advised the web designer on the company style guide and any bugs found during QC.
- Negotiated timelines with clients and organized project timelines for both in-house and contracted talent.

EDUCATION

App Academy - Immersive software development course with a focus on full stack web development (Spring 2019)

New York University - BFA - Film & Television - Minor - CS (Spring 2013)