

# Dennis Hu

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[LinkedIn](#)

[Github](#)

[Portfolio](#)

## SKILLS

JavaScript, React, Redux, HTML5, CSS3, SASS, Ruby, Ruby on Rails, Git, SQL, PostgreSQL, SQLite3, AWS, jQuery, Webpack, Node.js, Express.js, D3.js, Paper.js, Java, Heroku, Google Maps API

## 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 films that I've had a hand in its creation.*

- Refactored the database models to utilize polymorphic associations to improve scalability and create a DRY codebase.
- 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.

**Sketchy Magic** ( Vanilla JavaScript, Paper.js, HTML5, CSS3, Canvas )

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

*A top-down tower defense game that uses a custom shape detection algorithm to allow the player to attack 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.
- Devised a shape detection algorithm that identified purposeful and accidental vectors so that the game could match the vector shape to one of the game's recognized shapes ( lines, triangles ) within a margin of error.

**PottyTime** ( Google Maps, Places, and Geolocation APIs ) - *Current Project*

[Github](#)

*A bathroom locator app that recommends restrooms open to the public that are nearest to users.*

- Expanded the scale of the search feature's filters by incorporating tags obtained from the Google Places API and user submissions to give users more options when searching for a specific type of bathroom.
- Introduced a system to verify bathroom CRUD requests submitted by mobile users to allow and compare the submission with existing location in the Google Places API to ensure the accuracy of the bathrooms in the database. *(in development)*

## EXPERIENCE

**Software Engineer Technical Assistant**

*App Academy, Aug 2019 – present*

- Ensured a seamless working environment for 80+ students by fielding coding related questions on a dedicated Slack channel, covering topics such as HTML DOM manipulation, vanilla JavaScript, D3.js, and algorithms.

**Sound Editor & Re-recording Mixer**

*Independent Contractor, Aug 2011 – Mar 2019*

- Supervised teams of 3 – 6 direct reports, negotiated project timelines with clients, and organized project timelines for both client in-house and contracted talent.
- Prevented delays in over 200+ projects through consistent delivery of digital assets and by enforcing post-production workflow guidelines, fostering collaboration with several post-production studios, such as Final Frame.

**Adjunct Professor**

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

- Standardized the Digital Arts department's working facilities by upgrading its audio editing software and audio recording equipment to match industry standards.

## EDUCATION

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

**New York University** - BFA - Film & Television - Minor - Computer Science (Spring 2013)