Dakota Madden-Fong

Web/Software Developer

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🎓 Education

Willamette University   2013 — 2018
BA Computer Science   *Salem, OR*

◔ Experience

The Coder School San Francisco   November 2018 — Present
Code Coach   *San Francisco, CA*

> Teach school-age students the fundamentals of coding in python, javascript and MIT's scratch.
> Design and guide students through larger projects to demonstrate the value of proper code structure and organization.

Ginzton Laboratory @ Stanford University   June 2013 — August 2014
Research Intern   *Stanford, CA*

> Worked with the Stanford branch of the LIGO project, dedicated to detecting and understanding gravitational waves.
> Used MATLAB and CAD software to model seismic isolation and optimize parameters of a multi-pendulum cryogenic suspension system.
> Documented and presented simulation results with interpretations.

⚗ Sample Projects

Magic: The Gathering Card Reader   github.com/trifectaiii/MTG-Card-Reader-Web

> A web tool to identify cards from Magic: The Gathering, a trading card game.
> Runs on a Bottle.py backend, using OpenCV's ORB feature detection to identify cards.

Immunity   github.com/trifectaiii/Multiplayer-Game

> A multiplayer class-based action game, where groups of players can team up to take down waves of enemies.
> Runs on a Node.js backend with Socket.io and a custom server-side engine. Uses p5.js for client-side rendering.

MusiQ   github.com/trifectaiii/replit-music-jam

> A multiplayer music quiz game, built as a web app.
> Runs on a Node.js backend with Socket.io, allowing up to 4 players to a room.

⚙ Technical Skills

Languages Python, Javascript, HTML, CSS
Tools Node.js, Socket.io, Bottle/Flask, p5.js, OpenCV
Skills Full-Stack Web Development
Areas of Interest Web Applications, Computer Vision, Game Development