Christian Dinh

Work Experience

Civitas Learning   **2016 – Present**
Senior Software Engineer

Began as a junior developer working on features for a single product, eventually took ownership of a majority of the front-end codebase for the in-house product suite.

Some of my non-feature contributions:

- Brought core apps to WCAG AA accessibility compliance

- Helped re-architect the front-end codebase from a single-package monolith to a lerna monorepo (and further re-architected that to a pnpm monorepo)

- Converted a repo-wide Browserify build process to per-app Webpack builds

- Kept core apps up to date with new dependency versions and changing best practices

- Delivered organization-wide presentations on front-end processes and best practices

Amazon   **Summer 2015**
SDE Intern

Optimized the order generation process for the Mechanical Sensei supply chain simulator.

Originally, 14 weeks of simulated orders would be generated synchronously in the main java process. I refactored this using a distributed greedy consumer model which leveraged S3, SQS, and 14 Spring services that each processed an individual week of orders from the main process.

This resulted in a runtime decrease from approximately 9h40m to 2h50m in the most extreme cases.

Technical Experience

Highly Experienced

JavaScript, HTML, CSS, React, Redux, Node, Lerna, Webpack, Babel, Less, npm, pnpm, git, keyboard and visual accessibility techniques

Moderately Experienced

React Native, ElasticSearch, Postgres, Jest, Enzyme, Mocha, Yarn, Reflux, Highcharts, Draft.js, Grunt, Swig, screen reader and cognitive accessibility techniques

⌂ | 4909 Duval St, Austin TX 78751
✆ | (309) 339-6842
✉ | christian.t.dinh@gmail.com
 | github.com/bass-dandy
 | linkedin.com/in/christiandinh
⌨ | http://pizza-pizza.pizza

Education

University of Texas at Austin   **2012 – 2016**
Bachelor of Arts
Computer Science

Personal Projects

http://pizza-pizza.pizza
github.com/bass-dandy/portfolio-v3

My personal website. A react app hosted on Github Pages and deployed using Travis CI.

A E S T H E T I C design inspired by Windows 95.

w0rm
github.com/bass-dandy/w0rm

A 2D browser game that combines the classic game of *Snake* with the teleportation mechanics of *Portal*. Implemented using pure JavaScript with zero external dependencies.

Play at pizza-pizza.pizza

http://teysa-envoy-of-g.host
github.com/bass-dandy/planechase

The *Planechase* format of *Magic: The Gathering* as a react app. Allows players to construct and save an arbitrary number of planar decks and then use them to play both vanilla *Planechase* and its *Blind Eternities* variant.

The Bubble
github.com/bass-dandy/The-Bubble

A 2D cooperative puzzle game that uses gameplay to rhetorically model the *Filter Bubble* effect. Made using Unity. Music and "art" by me!

Play at kongregate.com/games/naughtyfiddle/the-bubble