

# Christian Dinh

## Work Experience

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

I was hired out of college to work on UI features for a single web app. I had no experience with our front-end stack (react, node, postgres), but learned quickly thanks to strong mentorship from my coworkers. As I rapidly delivered high profile features and as my mentors left the company, I assumed ownership of the codebase for a majority of our product suite. From then on I continued to deliver UI features for multiple products, but also acted as an architect and a mentor for UI development across the company.

Some chronological highlights:

- Developed much of the UI for a new product (Illume Impact) and accelerated its first release
- Helped refactor the front-end codebase from a single-package monolith to a lerna monorepo
- Upgraded core apps to WCAG AA accessibility compliance (from severe non-compliance)
- Developed a column-filterable student table with heavy Elasticsearch interactions
- Developed a rich text editor for composing and sending mass emails
- Upgraded React from 0.14 to 16 across core apps
- Developed a major redesign for an acquired company's React Native mobile app
- Refactored the lerna monorepo to use pnpm for dependency management, reducing install times from 17 minutes to 2 minutes
- Developed a working prototype that combined multiple apps on different frameworks into one single-page app via microfrontends

**Amazon Seattle** Summer 2015  
*SDE Intern*

I optimized the order generation process for the Mechanical Sensei supply chain simulator.

Originally, 14 weeks of simulated orders would be generated synchronously by the main java process. I parallelized and distributed this process using 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 9h40m to 2h50m in the most extreme cases.

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## Education

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

## Technical Experience

### Highly Experienced

JavaScript, HTML, CSS, react, redux, node, lerna, webpack, babel, css modules, less, mocha, npm, pnpm, git, keyboard + visual + screen-reader accessibility

### Moderately Experienced

React Native, Elasticsearch, single-spa, mongoDB, JSS, postgres, jest, enzyme, yarn, highcharts, grunt, cognitive accessibility

## Personal Projects

<https://pizza-pizza.pizza>  
[github.com/bass-dandy/portfolio-v3](https://github.com/bass-dandy/portfolio-v3)

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

Site design inspired by Windows 95.

<https://teysa-envoy-of-g.host>  
[github.com/bass-dandy/planechase](https://github.com/bass-dandy/planechase)

A react app for playing the Planechase format of *Magic: The Gathering*. Allows players to construct and save an arbitrary number of planar decks, and more importantly use those decks to play both vanilla Planechase and its Blind Eternities variant.

**w0rm**  
[github.com/bass-dandy/w0rm](https://github.com/bass-dandy/w0rm)

A 2D browser game that adds a portal gun to the classic game of *Snake*. Implemented using pure JavaScript with zero external runtime dependencies.

Playable at [pizza-pizza.pizza](https://pizza-pizza.pizza) (under "My Projects")