Christian Dinh

Senior full-stack software engineer focused on front-end web development.
Highly experienced in React. CSS expert. Accessibility advocate.

Work Experience

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

- Upgraded multiple products to WCAG AA accessibility compliance (from severe non-compliance), verified by external audit
- Proactively managed tech debt and improved developer experience
  - Made dependency upgrades tenable by aiding conversion of the front-end codebase from a single-package monolith to a Lerna monorepo
  - Reduced monorepo install times from 17 minutes to 2 minutes by using pnpm for dependency management
  - Reduced build complexity and runtime by splitting a monolithic Grunt and Browserify bundling process into discrete webpack builds
  - Rapidly modernized product suite by upgrading 9 core apps from React 14 to 16 in a single 3-week sprint
- Delivered several organization-wide presentations on front-end development techniques and best practices
- Developed a prototype for combining multiple apps on different frameworks into one SPA via a microfrontend meta-framework and demoed it company-wide
- Collaborated closely with UX and product teams to quickly implement major redesigns for multiple apps, including an acquisition's React Native mobile app and its admin web portal

Amazon Seattle   **Summer 2015**
SDE Intern

- Optimized the order generation Java process for the Mechanical Sensei supply chain simulator
- Leveraged S3 and SQS to distribute the previously synchronous generation of 14 weeks of simulated orders among 14 Spring microservices
- Decreased runtime from 9h40m to 2h50m in the most extreme cases

Technical Experience

Highly Experienced

JavaScript, HTML, CSS, React, Redux, Node.js, webpack, Babel, Lerna, CSS Modules, Less.js, Sass, Emotion, Highcharts, Mocha, npm, pnpm, Git, accessibility

Moderately Experienced

React Native, Elasticsearch, PostgreSQL, Jest, Grunt, Enzyme, Yarn, styled-components, TypeScript, single-spa

264 E 2nd St #7, New York NY 10009
(309) 339-6842
christian.t.dinh@gmail.com
https://github.com/bass-dandy
https://pizza-pizza.pizza

Education

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

Personal Projects

Planechase

A helper app for Planechase, a *Magic: The Gathering* format. Allows players to construct and save "planar decks" and use those decks along with real cards to play Planechase and its Blind Eternities variant. Uses React, Redux, Immer, Material-UI, Lodash, and Less.js.

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

w0rm

A 2D browser game that adds portals to the classic arcade game *Snake*. Implemented using vanilla JS with no runtime dependencies.

App: pizza-pizza.pizza (under "My Projects")
Repo: github.com/bass-dandy/w0rm

Animal Crossing Checklists

A web app for tracking collectibles in *Animal Crossing: New Horizons*. Remains highly performant by having no runtime dependencies and rendering all markup statically at build time. Day/night transition is implemented using pure CSS. Mobile-friendly.

App: bass-dandy.github.io/acnh-checklists
Repo: github.com/bass-dandy/acnh-checklists

Unified Sandwich Framework

A website that explains the Unified Sandwich Framework. Implemented using vanilla HTML, CSS, and JS with no dependencies. Mobile-friendly.

App: sandwich.one
Repo: github.com/bass-dandy/unified-sandwich