

Christian Dinh

Front-end software engineer. Highly experienced in React and TypeScript. CSS expert. Accessibility advocate.

Work Experience

Codecademy Nov 2020 - present
Software Engineer II (Reach team)

- Served as project lead for [Codecademy Docs](#)
 - Authored technical RFC, collaborating with curriculum content team to design information architecture
 - Designed workflow for user contributions via GitHub
 - Wrote custom tooling to automatically validate content structure in community-authored pull requests
 - Implemented all initial UI outside of the landing page
- Migrated the [checkout page](#) from Ruby on Rails to Next.js, implementing a complete redesign in the process
- Mentored an intern who later accepted a full-time offer
- Currently leading many smaller projects, typically involving:
 - Collaborating with product, UX, and other engineering teams to scope work and estimate timeline
 - Collaborating with external teams to audit accessibility
 - A/B testing experimental UI changes
 - Improving SEO via structured data usage, as well as performance improvements reflected in core web vitals
- Currently participating heavily in the internal tech community via:
 - Volunteering with the accessibility working group to triage monthly site-wide accessibility audits, increase awareness, and deliver presentations and documentation on best practices
 - Leading the planning committee for the bi-annual hackathon
 - Co-leading monthly technical lightning talks

Civitas Learning Jun 2016 - Oct 2020
Senior Software Engineer

- Upgraded multiple products to WCAG AA accessibility compliance from severe non-compliance
- Managed tech debt and improved developer experience
 - Facilitated dependency upgrades by collaborating on the conversion of the front-end codebase from a single-package monolith to a Lerna monorepo
 - Cut cold install times from 17 minutes to 2 minutes by migrating dependency management to pnpm
 - Rapidly modernized product suite by upgrading 9 core apps from React 14 to 16 in a single 3-week sprint
- Developed an MVP combining multiple SPAs on different frameworks into one SPA via single-spa microfrontends

Amazon Seattle Summer 2015
SDE Intern

- Leveraged S3 and SQS to distribute simulated order generation among 14 Spring microservices
- Decreased runtime from 9h40m to 2h50m in extreme cases

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🌐 <https://pizza-pizza.pizza>

Education

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

Personal Projects

SimPAI (Sims 2 Package Alteration Interface)

TypeScript library for reading and writing mod files for *The Sims 2*, and a Svelte app that uses it. Both distributed from a pnpm monorepo.

App: bass-dandy.github.io/simpai
Repo: github.com/bass-dandy/simpai

Planechase

React app facilitating the Planechase format of *Magic: The Gathering*. Users can construct and save planar decks and use them to play vanilla Planechase and its Blind Eternities variant.

App: bass-dandy.github.io/planechase
Repo: github.com/bass-dandy/planechase

w0rm

Browser game that adds portals to the classic game of *Snake*. No runtime dependencies.

App: <https://bass-dandy.github.io/w0rm>
Repo: github.com/bass-dandy/w0rm

Animal Crossing Checklists

Web app for tracking collectibles in *Animal Crossing: New Horizons*. Statically rendered from React. No runtime dependencies. All animations implemented in CSS via Sass.

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

Unified Sandwich Framework

Web page describing the Unified Sandwich Framework. No dependencies. All animations implemented in CSS.

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

Technical Experience

TypeScript, React, Next.js, HTML, CSS, Nx, Redux, Node.js, pnpm, webpack, Babel, Lerna, Emotion, Jest, React Testing Library, GraphQL, Svelte, Ruby on Rails