DENNIS LUM

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SKILLS

**JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, MS SQL Server, Webpack, jQuery, Git, Heroku, Canvas, AWS**  
PROJECTS

**GELP**  (Ruby on Rails, ReactJS, Redux, PostgreSQL, AWS, CSS) [live](https://the-gelp.herokuapp.com/) | [github](https://github.com/dlum904/Gelp)

*A Yelp inspired single page app that allows users to search for and write reviews of businesses.*

* Integrated front-end User Authorization, with the use of AJAX requests, which communicates to our back-end database to validate user’s credentials.
* Created an AWS S3 connection to hold a business's photos via Active Storage associations.
* Harnessed Redux single-state management to streamline communication between backend and frontend architecture and implement CRUD functionality, allowing users to create reviews and add photos to existing businesses.

**COGNITIVE GENETICS DATABASE**  (MongoDB, Mongoose, Express, React, Node.js [live](https://dry-mountain-84171.herokuapp.com/#/)| [github](https://github.com/Arsoni5t/CGDB)

*A psychological horror themed quiz game which users provide the correct answers in order to progress.*

* Operated as the back-end lead to store data in the correct format required by the front-end, as well as assisted the front-end lead to properly display media on each question. This allowed all members of the team to work without worrying whether or not their data would display properly in the code.
* Utilized Mongoose to fetch underlying data across multiple collections in our back-end to be used for our front-end.
* Seeded the database with different media resources and formats by taking advantage of MongoDB’s document database structure, which allows for the use of several different data types.

**CITY ESCAPE**  (JavaScript, Canvas, CSS) [live](https://dlum904.github.io/city_escape/)| [github](https://github.com/dlum904/city_escape)

*An endless runner type sprite based game utilizing vanilla JavaScript, Canvas and CSS elements.*

* Mapped keyboard inputs to a movable unit on the canvas, which allows the player to move the unit around via the keyboard inputs.
* Created units that spawn randomly on the canvas that behave differently depending on the position of the player’s unit.
* Integrated collision between objects by comparing object’s x and y coordinates on the canvas, which tells us if different objects are overlapping.
* Utilizes a point system based on how long the game progresses for by increasing a player’s points by every animation frame.

EXPERIENCE

**Desktop Support Specialist**

*InMocean Group*  March 2019 - March 2020

* Provided IT support to over 200 users and in several locations.
* Managed the lifecycle of IT related assets.
* Communicated technical instructions to non-technical users in a way they can understand.

**Server Administrator**

*CGS (Computer Generated Solutions)*  August 2015 - October 2018

* Installed, configured, and managed software on Workstations, Terminal, Task, and IIS Servers
* Managed data on client’s databases using Microsoft SQL Server.
* Coordinated and kept track with 100+ issues per week utilizing a ticket
* Conducted computer technology training with all new staff members on the team.
* Managed the workload of oversea team members.

EDUCATION

**Web Development -**App Academy *Summer 2020*

*Immersive software development course with a focus on full-stack web development, which entailed 1000+ hours of coding.*

**BTECH of Architectural Technology - New York City College of Technology** Winter 2012

*A unique 4 year degree that prepares the student to be proficient in the 21st century technologies required to manage all phases of professional practice in architecture and related fields.*