# DAVID STARR DUNN
## SOFTWARE DEVELOPER

### CONTACT

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## SUMMARY

 A lifelong musician and theory nerd, I love combining intelligent analysis and technical expertise with creativity in a practical way. As in my musical practice, my journey into software engineering will continue to provide new challenges and opportunities for many years to come. I excel at visualizing an end result, strategically planning an approach, and embracing the learning process as I make it happen.

## SKILLS

HTML5, CSS3, SCSS, JavaScript/ ES6, jQuery, React, Redux, Node.js, Mocha, Chai, Jest, Enzyme, Pair Programing, TDD, Express, Node.js, Knex.js, Git/GitHub, Heroku, Travis CI, OOP, Python

## EXPERIENCE

### Turing School of Software and Design
**Front End Development**
Intensive 7 month full time Immersion program focused on object oriented programming and full stack development using modern frameworks

### Codecademy PRO
Introduction to Javascript course completed

### University of Colorado, Denver · 2007 to 2010
B.S. Music

### FreeCodeCamp.com
**Javascript Algorithms and Data Structures Certificate**
also built Random Quote Generator, Calculator, and Pomodoro Clock on codepen.com with jQuery

### Coursera
**Courses 1-3 of Python for Everybody Specialization**
'Programing for Everybody', 'Python Data Structures', and 'Using Python to Access Web Data'

## PROJECTS

### SeeTune
This app is for Spotify users to explore and compare their top tracks over the last month, several months, or potentially the years since joining. Utilizing the Spotify API, SeeTune offers users a fun interactive interface to explore details about their favorite tunes and compare their characteristics. This solo project was an opportunity for me to implement OAuth and dive into the data visualization with D3.js, as well as handle multiple simultaneous asynchronous processes. Built with React, Express, and D.3.

### CollecShare
For our capstone project at Turing School, my two partners and I challenged ourselves to build an app at a larger scale than we had attempted before. Built with React/Redux, this app is for collectors to share what they've got and explore others' collections. It features multiple page views, customizable profiles with image uploads, and a sharp landing page with parallax scrolling. The back end is build with Express.js and utilizes Multer middleware to handle form data. Authentication is handled with Firebase. (click title to see repo)

### Palette Picker
Explore various color combinations generated randomly or with individual colors selected. Name and save palettes into Project folders you can view and edit. This project features a back end built with Express.js and using a Postgres database, with Vanilla JS and jQuery on the client side. Tested with Chai, deployed with heroku. (click title to see repo)

### Scene-It
A personal project, this events app allows users to give their location, and search for keywords like 'jazz' or 'comedy'. Powered by the Eventful api, event results are displayed in a list and with corresponding markers on a map, which display a section of details/links pertaining to the selected event. Built with React and Redux, the biggest challenge in this project proved to be implementing the react-google-maps library, this being my first encounter with higher order components in React. (click title to see repo)

### Game Time
A snake game built in vanilla javascript modeled after the classic arcade game to run with canvas in the browser. This project emphasized using modular, reusable code in object oriented programing. (click title to see repo)

## WORK HISTORY

### Bartender/ Talent Buyer
Gary Lee's Motor Club · 2013 to 2018

### Self
Freelance Musician and Guitar, Voice, Theory Instructor. · 2010 to 2018

Pedicab owner/operator. · 2015 to 2018