

Evan Dunn

Software Engineer | Front End | Full Stack

San Diego, CA | dunn.evan.f@gmail.com | 914-755-0077 | [GitHub](#) | [LinkedIn](#) | [Portfolio](#)

A software developer with a natural curiosity and a passion for innovative problem solving. Driven by seeing projects come to successful completion and inspired by interdisciplinary collaborations, I take pride in overcoming unforeseen challenges while working under pressure in fast paced environments.

Skills

Full Stack Development, JavaScript, HTML, CSS, Node.js, Express, React, Django, Bootstrap, PostgreSQL, Sequelize, MongoDB, Mongoose, SQL, RestAPIs, GIT, JSON

Recent Projects

[Turtle](#) (Wordle clone) – Full stack PERN CRUD application that adds a few unique additions to the popular NY Times word game. Built using PostgreSQL, Express, React, Node.js HTML5, CSS3, JavaScript ES6, Bootstrap, Sequelize, Token-Based Authentication

[MyWatch List](#) – Full stack MERN, SPA CRUD application that allows a user to search for movies and create lists of movies to watch. Built using Mongoose, MongoDB, Express, React, Node.js HTML5, CSS3, JavaScript ES6, Bootstrap, Token-Based Authentication

[Browser Based Game](#) – Blackjack – single page web application featuring a fun take on the classic card game. Built using HTML5, CSS3, JavaScript ES6

[Event/Gig Tracker](#) – Full stack MEN - CRUD application that allows a user to create, edit and manage events, venue, and worker information. Built using Mongoose, MongoDB, Express, Node.js, HTML5, CSS3, JavaScript ES6, Bootstrap, OAuth

Experience

CAD Designer

July 2020 - Present

Freelance - Remote

- Use Vectorworks, Creo Parametric and other CAD programs to create assemblies, technical plans, schematics, and other CAD documents on a per-event basis.
- Analyzed sketches, designs, and verbal descriptions of projects to create BOM's, 3D models, textures/materials, and flythrough videos.

Software Engineering Fellow

October 2022 - January 2023

General Assembly - Remote

- Participated in fulltime program learning essential skills for full-stack development.
- Built 4+ full stack applications utilizing HTML, CSS, JavaScript, Express, React, Python.
- Collaborated with diverse teams of developers to troubleshoot, build, and deploy scalable web applications.

Lighting Engineer / Production Manager

November 2017 – July 2020

Maktive Event Productions - San Diego, CA

- Managed all aspects of concert, festival, and corporate event productions from concept to execution while remaining within budget and on schedule.
- Oversaw various departments of concert/event production ensuring needs of clients are met.

Education

General Assembly, Certificate, Software Engineering Immersive, January 2023

San Diego Mesa College, Associate of Science, Engineering, August 2022

Northeastern University, Bachelor of Science, Music Industry, 2006